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on P. 74



▲ Disney's Aladdin II: Beating up the
monks. P. 96



▲ Y/S - Sega arcade adventure. on P. 104

Intro

A happy New Year! We kick off 1989 with a brilliant free complete Fibrebird game — the arcade/puzzle game Brainstorm. If you're wondering how it works, turn to page 76 for full instructions for the Spectrum, C64 and Amstrad — yes, Amstrad — versions. We also have a new staff member: Paul Glancey, who joins us from ZZAP! 64 magazine. We hope you'll join us in making him feel welcome.

Fax

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We have an exclusive look at a fantastic new toy from the USA which actually talks to you — and understands your answers, as well as rounding up all the latest news and previews. If you want to know what's hot, turn to Fax

Reviews

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The full guide to all the reviews is found on page 21. This month the incredible TV Sports Football, A Question of Sport, LED Storm, Last Duel, The Deep, Batman and Tiger Road are amongst the highlights, as well as a stunning new Amiga game, Cosmic Pirate.

Who Framed Roger Rabbit 22

We take the wraps off the newest game-of-the-film with a massive three-page review.

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If you've seen the film and wondered how they made it, turn to page 26 and find out as Julian Rignall reveals some behind-the-scenes facts in a three-page feature.

Big Screen

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Ward R. Street rounds-up the New Year film releases — including Red Heat, Young Guns and Heart of Midnight.

AGM

64

This issue sees the biggest AGM section yet — a full twelve pages. On the adventure front, Keith Campbell reviews a load of home-grown software and looks at Myth, a Magnetic Scrolls mini-adventure and Dream Zone. And our FRP expert looks at Battletech, War in Middle Earth and rounds-up the latest PBM news.



▲ What's Roger reading?



▲ Pom-pom waving fun with TV Sports Football. P. 30



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Mailbag

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More revelations, comment and wittisms as we open a pandora's box of letters. There's also a fabulous cartoon and an interesting revelation about our esteemed Editor.

Golden Joysticks

86

Here's your chance to let everyone know your favourite games of the year - vote in C+VG's definitive awards for 1988.

Playmasters

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The Rignall beast POKE's his way through another gaming goodie-bag of hints and tips, and also has an incredible map of all eight levels of R-Type.

Arcade Action

96

Double Dragon II, Shadow Warrior and the newest race game, Hot Chase are reviewed by C+VG's arcade expert, and there's also the British Arcade Highscores Table to judge your own performances by.

Mean Machines

104

The 16-bit Nintendo is previewed in the news section, and we also have all the latest news on some interesting PC Engine games. It's a great time for Sega owners too, with reviews of Great Goli and Great Football - and also news of what looks like the best Sega game yet, Y/S.

Next Month

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What does the future behold? Page 114 has all the answers.

Out To Lunch

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John Minson pontificates on what 1989 has in store, and comes up with some interesting points.

EDITOR: Eugene Lacey, DEPUTY EDITOR: Julian Rignall, ART EDITOR: Andrea Walker, STAFF WRITER: Paul Glancy, ADVERTISEMENT MANAGER: Gerry Williams, SALES EXECUTIVE: Jehanna Cooks, COPY CONTROL: Lora Clark, PUBLISHER: Terry Pratt. Subscription Enquiries to: EMAP Frontline, 1 Lincoln Court, Lincoln Reed, Peterborough, PE1 2RP. TEL: 0733 555151. FAX: 0733 62788.

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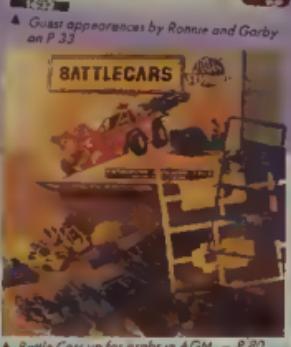
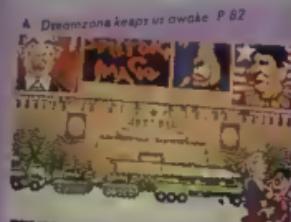
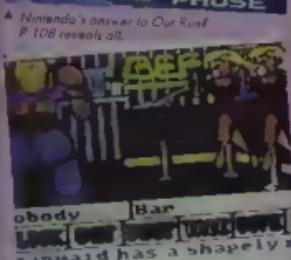
I lost.
I don't believe
it!
I won't believe
it!
I shan't
believe it!

Playmasters Find out on P. 22

Spots



Playmasters takes you through R-Type on P. 92



▲ Nintendo's answer to Out Run! P. 108 reveals all.

▲ Demozona keeps us awake. P. 82

▲ Guest appearances by Ronnie and Garby on P. 33

▲ Battle Cars up for grabs in AGM - P. 80

THE OCEAN

SOFTMACHINE WOLF

THE WORLD'S NO. 1 ARCADE GAME
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At the limit of which ever you must
overcome the challenge of the
game is the example of
the superhuman killing machine
Fire breathing Rat Man, an Armored
Clad Giant and the Doctor and
Gruessine Giant Hills - who has a
multiplying habit of suddenly

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Save some strength for battles ahead with constantly updated, powerfully enhanced music, the thrilling climactic cartoon-style graphics and innovative game play for streaming media now with Innovative game play for streaming media now with

THE ORIGINAL SIGHT & SOUND
THE NIGHT IS PRESENT



ax

Pictured here is the latest piece of Euro-entertainment from the gurus of Ubi Soft. The name of the game is Night Hunter and centres on the adventures or should that be accolades of everyone's favourite vampire Count Dracula as he runs amok the vampire-killing medallions which have been keeping him and his undead buddies from their blood sucking antics. Once he's collected all the medals, nothing can stop Dracula and his super-trollish cohort from creating terror on earth and generally having a good time. In his way are the usual Van Helungs, armed with bows and arrows and deadly stakes guaranteed to give any vamp a coronary. The game features loads of sampled spooky sounds, including a pretty grisly blood slurping effect which chilled the more sensitive members of the CVX Hall to the marrow. Night Hunter is to appear on the ST in January priced at £19.99, with versions for the Amiga, PC, C64, Spectrum and Amstrad to follow shortly thereafter.



The Night



Calling All Trains

Charts

CHARTS OF THE MONTH

1	Subspace - Ocean
2	Altered States - Acid of Life
3	Beach Breeze - N. Beast
4	Operation Wolf - Ocean
5	Ice Rugby Sim - Code Masters
6	Leaf Wing 2 - System 3
7	Microprose Soccer - Microprose
8	Giants - US Gold
9	Ice Ball Sim - Code Masters
10	Eastern Hemisphere - Scan - A game

1	Rebels - Ocean
2	Altered States - Acid of Life
3	P. Bogen - Altered States
4	Operation Wolf - Ocean
5	Desert Strike - US Gold
6	European River & Side - Scan
7	Giants - US Gold
8	Sharkbite - Standard
9	Ice Ball Sim - Code Masters
10	Rambo - Scan

1	H. Reindeer Wolf (2000)
2	Luna Park's Star Away Ad
3	Don't Break It Thomas Cook II
4	Poplife, Buffalo, Centre Parcs
5	Theng, Senior Wasted Gen
6	Singapore 88
7	Club 18-30
8	Urbex
9	Ireland
10	And Canada



California Gamin'

video game sports software can rejoice and be glad. Toya has finally released the Amiga version of one of their fine st products, California Games. SIX weird and wacky mid-west coast sports, namely Half Pipe Skateboarding, BMX Bike Racing, Roller Skating, Surfing, Frisbee Throwing and Foot Bag Tugging have been very nicely converted into playable computer games which show off the polish of the original CD version. It's really rather nice to see the California Games vernacular. But at \$24.99 some of you poorer dopes might find it totally gaudy to get hold of a copy.

Have Simulator.

Anyone drowning in their own tears because they missed out on a trip to Microprose's Apache helicopter simulator, which drew the crowds at the 1988 Show, might soon get another chance to go on the ride of a lifetime. Last year an Israeli entrepreneur took delivery of a Super X simulator, bunged it on the back of an articulated lorry and has since been touring England and Ireland, putting in appearances at exhibitions and trade shows to let wide-eyed punters sample the delights of modern simulator technology.



Super Specie

Great	Imp	B
Fusion	Imp	C
Galaxy	Imp	D
Wormhole	Imp	E
Scanning	Imp	F
Outfit	Imp	G
Cells	Imp	H
Willow	Imp	I
Exo	Ext	J
Imo	Ext	K
Grat	Ext	L
Fusion	Ext	M
Galaxy	Ext	N
Wormhole	Ext	O
Scanning	Ext	P
Outfit	Ext	Q
Cells	Ext	R
Willow	Ext	S
Exo	Ext	T
Imo	Ext	U
Grat	Ext	V
Fusion	Ext	W
Galaxy	Ext	X
Wormhole	Ext	Y
Scanning	Ext	Z



From the depths of the
garbage 1317
Mockingbird Ave has
been invaded by
Ghosts, Zombies
Vampires, Chows

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them back to the
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kidnapped
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Herman, Eddie,
Grandpa and Lily need
your help to rescue her
but can you handle it?
The Munsters The
Game, based on the
television series

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NOW!
Screen shot from
AMIGA version

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Holy Gunsmoke

Coming soon from Infogrames' Wanted is a very scary shooting shoot 'em up set entirely within Gunsmoke. You may remember that Infogrames has the rights to the classic game, but never released it because the programmers responsible for converting it made such a terrible hash. Hopefully Wanted will satisfy all the purists out there who are dying to play a Gunsmoke type game.

It's due now on the ST and Amiga and costs five pence less than £20.



Still Hanging on

At last, Amiga owners can play Super Hang On in their own homes, courtesy of Electric Dreams' conversion team, who are keen to stress that, although the game looks very similar to the ST version, it isn't a straight port-across. In fact, extensive playing by the C+VG lads confirmed this, their conclusive appraisal being that the ST version had the edge in the playability stakes, while the programmers had taken good advantage of the Amiga's

superior sound capabilities to produce some pretty funky soundtracks to race along to. Interested? You can try out the game for yourself when it hits the shelves in January, priced at £24.95.



Beth

Wozzer?

Wozzer!

"Original, addictive,
competitive and fu..."

are what The Wozzer Co. Ltd
are calling their new toy, the Wozzer.
What they are calling will become

the new world-wide rage in 1989.

The Wozzer is a staggeringly simple concept: just a rod with a metal ring (or "Rascal") to use the technical term) on it. Just set the Rascal spinning with your thumb and you can have hours of fun trying to keep it going by hitting the Wozzer and passing it from hand to hand. As you point it

down the Rascal descends spinning faster and faster as it goes, and that's what keeps the game going. The reaction to the Wozzer in the C+VG office was initially unappreciative, but the toy does hold a strange sort of appeal if you're looking for a mindless diversion, and don't mind shelling out £5.99 for it.

Will it be the next Hu-a-Hoop? Is the question you're all no doubt asking. Probably not, is our reply.



Win a Wozzer

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look like, draw it in sketch, give

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you'll have a much

chance of winning as

Gary Williams has of

getting down to

reality before

1989.

ax

HIGH RESOLUTIONS

Now that Christmas present has become Christmas past and all that remains of the C + VG festive spirit is due the bellows, it's time to gear down to some serious self-analysis and come up with a few new year's resolutions. We collected each member of the team's thoughts on the subject to be put in print, so that the first person to break any of her or his resolutions can be cast into the elevator of Oblivion. There then spend a thousand eternities being digested in the bowels of C + VG Towers.

PAUL

1. To come up with a development off-the-cut stoutish insult which will have ad manager Gary Williams running for cover
2. To pass my driving test and buy the first little motor on the road
3. To take up body building (any donations of Meccano kits or LEGO sets gratefully received)
4. To learn to play blues on the harmonica
5. To get all my copy in on time (heh-heh, no busyness folks)

GARRY

- 1 To sell off old page to anyone who
buys me up
- 2 To have no weight at all
- 3 To maintain my image as charming,
elegant, devilishly witty
on about men who are most irresistible.
Dear My young ladies

- To sit on everyone who has no nickname that I'm fat by referring to me as 'hubby over-sized wife' phaltered party or C + V very own Mr. red tie
- To bring Arsenal good luck by attending every match in my nitro, oil + paint as Honoro Team Mr. -

10

LORA

EUGENE

JULIAN

- 1. Stop using
my phone.
- 2. Return
time
- 3. Stop being
late
- 4. Stop letting my mom leave
the house during the Bush Hour
- 5. Stop being my personal off-
side partner. And if you break
you'll believe anything.

harts

1	Ebis - Kirabird
2	B. Bryan - Mathematics Room
3	Fascination - Grand Slam
4	Lambert AAC Party - Mandolin.
5	Ogil Gee - Segs/US Gold
6	Return of the Jedi - Remark,
7	Thunderstruck - US Gold
8	Bucket Burger - Minicraft
9	Interplay - Electronic Arts.
10	Stargliders II - Reverb

1	Ozeanein Well - Ozean
2	Schiffsp - Ozean
3	D Bremen - Meilensteine Masse
4	Thunderbirds - US Gold
5	Giants - US Gold
6	Bremen - Ozean
7	R-Type - Electric Dreams
8	"Vorfall 66 vor H - A - Vier Gesten
9	Fahrer - Mirrored
10	Last Mission - System 3

1	Falcon - Mirrored!
2	Opel/Vauxhall Vectra - Ocean.
3	Astra/Berlina - Activision
4	S. Bragan - Melbourne House
5	R-Type - Electric Dreams.
6	Ultra - Pigeonbird
7	Hastages - Infogrames
8	Thunderblade - US Gold
9	Lumberjack RAC Rally - Mandarinf
10	ST Dance Creator - Mandarin

IS REAL EXCITEMENT



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Now available for your Amstrad ST at £24.95 and Amstrad at £14.95 cassette, £19.95 disk. Also available for Commodore 64 £14.95 cassette, £19.95 disk, Spectrum £9.95 and Spectrum +3 £14.95.

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and dial 9 to hear your character status report.

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Steve Jackson



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ax

Now that's Magic!

Digital Magic are positively bursting with words like "incredible", "unbelievable", "quality" and "action packed". Well, c'mon at C+VG take a look with a couple of titles at Shiva Sam + Super Salt especially where there are clear marks by the manufacturer and even more especially when the manufacturer is a newcomer. However, one look at all the accompanying screenshots and even we were prepared to venture some initial interest in the two games *Trained Assassin* and *Scorpion*. The former game is a four way scrolling, tree level Amiga shoot em up with pickup weapons to use on a very tall platform and the latter game has pickup weapons to use on a very tall platform.

and huge end-of-level mobile ships. Soon open is what DMS calls "a fast moving arcade platform shoot em up with bone cracking combat". There has to be something for everybody there. Both games will be launched on the Amiga on January 28th with ported over ST versions to follow.

Voyage to the Bottom of the Toy Fair

January 28th is a date marked by many asterisks in the files of British toy industry executives, it being the first day of the British International Toy and Hobby Fair.

The 1989 show stopper will be Texas' *Voyager*. The *Voyager* is a microprocessor-operated intelligence housed within a pair of headphones connected via a wrap-around micro phone. The computer talks to the player through headphones, asking questions and playing word games, but the really whiz-a thing about *Voyager* is that you can talk back to the game, which understands a grand total of four words. Now that might not sound like a lot, but this is the first toy of its kind to feature such a form of interaction, and Texas Instruments, are already trying to upgrade the system to understand 16 words. And if the technology is developed to its full potential it could change the face. It'll talk, it'll jump, it'll game on—but we'll just have to see how well.

The toy industry is also witnessing a revival of the handheld games which were very popular back in the early 80's. The new wave handhelds feature scrolling screens and suchlike. It's surprising that console manufacturers Nintendo won't be showing off their wares at the show even though their consoles and cartridges accounted for about half of the total sales in the USA last year. According to certain sources it is because toy distributors are very wary of bush handling anything which might be connected with computers - a market which experience has taught them is very volatile. Similarly, the series of light phaser guns (Lazer Tag, Photon Warriors etc) won't be making an appearance at the show. Allegedly, this type of toy has been avoided by distributors



ever since the tragic Hungerford massacre Summer '87 which made parents stop buying guns and other "violent" toy's their kids have also meant that the motorized water pistol which were such a big hit last year have adopted a much lower profile; to the extent that manufacturers have been punting their lake 21 9mm's as less aggressive shade of yellow rather than khaki. What a bunch of wimps.

Hew





erson in Custody

Haven't got a Clue? EA Have

Fed up with languishing in dungeons being beaten up by Ninjas or mutating horribly in radioactive deserts? Gosh - you need a change of lifestyle. If however, your problems lie Band's Tale (all three games), Deathlord, Wasteland, Mars Saga and Sentinel Worlds then EA have a useful book or two. Each one contains maze maps, item and weapon guides and loads of general hints and tips which make them all "essential reading for any roleplayer". That's what EA say anyway, and who are we to argue? Interested parties should contact EA on 0753 464605.



Hello Willow



US company Mindscape are soon to be releasing Willow a game based on the hit Lucasfilm movie. The game, like the film, centres on the adventures of the diminutive hero Willow Ufgood who finds and adopts an abandoned baby. But this is no ordinary sprig. This is Elora Dan, the child destined to overthrow the evil queen Baovmorda. Wicked Baovmorda, is a mistress of all kinds of mystical arts and known of the baby's threat and has sent out armies of soldiers to retrieve Elora Dan so that her soul can be banished for ever. Blah.

Willow, the game, is divided into seven subgames which consist of adventuring and arcade action. Taking Willow, Elora Dan and other characters from the film through dungeons, forests and ice caverns all packed with Baovmorda's guards, nasty Nockmoris and other monsters. Mindscape are planning to release the game on the Amiga, ST, C64 and PC very soon in Britain.

Test your skills on Land, Sea & Air or explore new Adventures



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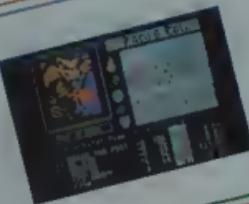
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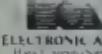


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will also offer a range of other services,
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families to use at home.



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Dragon's Lair Ready

new Canvass
version of Dragon's Lair, Readysoft, have
announced Dragon's Lair Amiga, the official version of the game.
It has nothing to do with the
old version of the game, which was a
conversion of the original arcade game.
It is a question who few people seem to know.
What we do know, however, is that the game
comes on six disks and will cost £19.99.
Shopping £4.95. Big bucks and no mistakes!



Blasteroids Blasts in

All you fans of Atari's rock-wrecking space shoot 'em up Blasteroids need hold your breath only a little while longer. The official Imageworks conversion is scheduled for release in March over a wealth of formats including versions for the C64, Spectrum, Amstrad, ST and Amiga. The programmers at Teague have been able to port the game's graphics over directly from the arcade board in ST and Amiga versions. Crikey! Exciting or what?



Eight-bit owners needn't feel left out either because the programs on all the other conversions have had hours of work lavished on them recreating the look of the arcade game. The Imageworks propaganda machine also claims that just as much effort has been put into keeping the gameplay as addictive as it was on the com op. and bearing in mind the basic simplicity of the game, this shouldn't be too difficult to manage. Reviews next issue.

**a, beyond calculation; unpredictable; indeterminable; very great*

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10 GONE



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C + VG's voice of experience. Eugene remembers the pre-computer days and has been in the computer industry since the Spectrum was a family in Clive Sinclair's never-to-be-shoot-'em-up-and-arcade-adventure-land.

FAVE GAMES: Serve and Volley, Y.S. Shadow Warrior



JULIAN JAZ RIGNALL

Ex ZZAP! Editor Jaz is an arcade freak who owns more computers and cartridges than most people own software. When he's not doing his editor thing, he's usually playing a shoot 'em up or good arcade adventure at home!

FAVE GAMES: Amiga RoboCop, Y.S. TV Sports Football



GARRY CORKY BRINNAN

Another ex ZZAP! Editor who once worked as Deb Ed on Your Sinclair. Garry is a non-sense gameplayer who knows good from bad and will tell you so. FAVE GAMES: TV Sports Football, Batman, G.P. Race



PAUL PAUL GLANCEY

Ex ZZAP! staff writer. Paul's an enthusiastic games player who likes to use his brain as well as his joystick in his quest for arcade adventure, but he also likes puzzle and arcade games.

FAVE GAMES: TV Sports Football, RoboCop, Batman



TONY DILDOO, Dilco

He's a real hard man, our Tony. He loves staying up all night and listening to heavy metal music on his Dansette. He also loves writing a joystick and is off touring headbanging to the latest RPG or headcracking to the latest action game.

FAVE GAMES: Batman, Times of Lore, Falcon St

C + VG REVIEWS

C + VG HITS! TV SPORTS FOOTBALL

Cinemaware's stunning American football simulation is a hit!

30



BATMAN

Holy Cremoia! The Spectrum version of Batman has been awarded a C + VG Bat-hit!

52



COSMIC PIRATE

This brilliant new Amiga arcade game offers more than an average shoot 'em up. And it looks and sounds incredible!

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OTHERS

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Reviews

► MACHINES:
ST/AMIGA/C64/IBM PC.
► SUPPLIER: BUENA
VISTA/ACTIVISION
► VERSION TESTED: AMIGA.
► REVIEWER: JULIAN RIGHALL

Who Framed Roger Rabbit is one of the most innovative films in decades. It mixes live action and animation in an unprecedented fashion. Actors talk and interact with cartoon characters — or toons as they're called — in a thoroughly convincing and realistic fashion. The effect is stunning, and it's no wonder that the film is breaking box-office records. And since it's

doing so well, it's not surprising that a computer game tie-in should appear.

The film is set in Los Angeles in 1947, a place and time where toons and human beings co-exist in a real-world environment. Eddie Valiant is a private detective who's down on his luck and is fast becoming a chronic alcoholic. He's hired by RK Maroon — the owner of Maroon Cartoons, where all the toons work — to take pictures of Jessica Rabbit in a compromising position with Marvin Acme, the Incredibly successful Inventor who's responsible for all Acme products — you must have seen them in cartoons (the Acme portable hole, the Acme giant magnet, or even the Acme rocket-powered roller skates). This Valiant does not realise the effect it'll have on Roger.

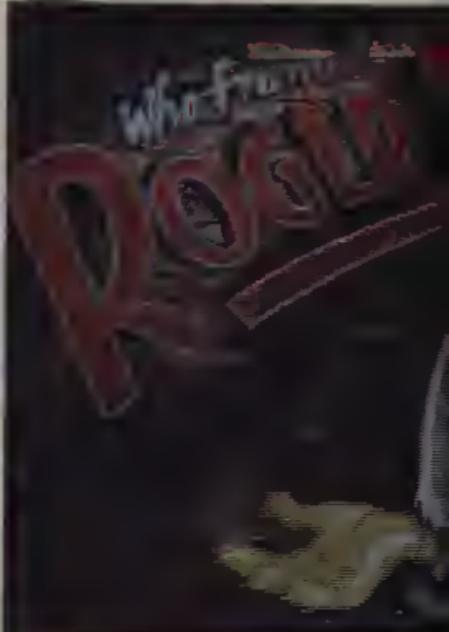


▲ The map shows all three levels.

WHO F

RO

▼ Maroon's Roger



RA

FRAMED GER



BBIT



▲ Roger rushes across town



▲ See what happens when you drink

Rabbit, Jessica's leporine husband. He is distraught when he finds out that his wife is an adulteress, and swears that he'll make Jessica love him again – whatever the cost – before he rushes out into the night. Later on it's discovered that Acme has been murdered, and the blame instantly falls on Roger Rabbit. But he didn't do it, did he? And Eddie Valiant decides to find out who framed Roger Rabbit.

The people behind the computer version of Roger Rabbit are Buena Vista, a subsidiary of Disney who were associated with some of the main animated features like Jungle Book, Snow White and the Seven Dwarves and Fantasia. Their game-of-the-film is presented and plays very much like a Cinemaware product, and incorporates dazzling introductory and intermission screens, and

plenty of disk swapping. There are three levels in all, each representing a scene from the film.

When the game first loads you're treated to a film-style introductory sequence with credits and a marvellous piece of music. After that Baby Herman, one of the top toon stars, appears to give instructions. According to him, Marvin Acme's will has been lost, and it must be found within an hour, otherwise Toontown (where all the toons live) will become the property of the evil Judge Doom – who has plans to destroy it. So the will must be found – and Roger Rabbit is the only one capable of doing so.

The first level is a race from Eddie Valiant's office to the Pen and Ink club, where Acme lost the will. Roger drives down the horizontally scrolling road

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himself and his car far beyond limits required by any other race. He must use his sixth sense as he becomes one with a machine which is perilously insensitive to human frailties.

24



WEC Le Mans is not a game – it is the ultimate driving experience



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6/90 72 CYCLES C PAY-DAY BRAZIL

In *Benny the Cab*, a toon taxi, avoiding oncoming cars and red frames by switching from one lane to the other. There are also pools of Dip – an acetate derivative that's deadly to Toons – which have to be avoided at all costs, since skidding into one results in the loss of one of Roger's live lives. Just to add a little pressure, the wicked Weasels, Judge Doom's cronies, give chase throughout the level – and a life is lost if they get to the club before Roger.

The next level is set inside the club, and Roger has to run around all the tables picking up paper napkins – one of them is the will, but Acme has written it in invisible ink. Making the task even harder are the waster penguins which rush around regularly replacing the napkins. Roger also has to make

ROGER RABBIT



▲ Missed a paper

laugh

Roger Rabbit is fun to play, but unfortunately relies far too much on its stunning graphics and digitised sound effects and tunes – the actual gameplay is very simplistic. The three levels are tough, especially the latter two, but I'd have liked more – the film was tailor-made for a computer game.

What's there is good, and is bound to appeal to

▼ A failure



▲ Doom's machine gets closer to Jessica

sure he doesn't pick up drinks accidentally – that sends him into a mega-ill and he rushes around and leaps into the air in a brilliantly animated sequence that's just like the film! It also costs him a life. And if you think that's tough enough, a gorilla patrols the club and throttles Roger if he crosses

his path, losing yet another life in the process.

Grab all the napkins and it's off to Acme's gag factory for the final showdown with evil Judge Doom. It's up to you to make sure that Roger is cleared and let true love prevail by uniting Roger with Jessica – fail and Judge Doom has the last

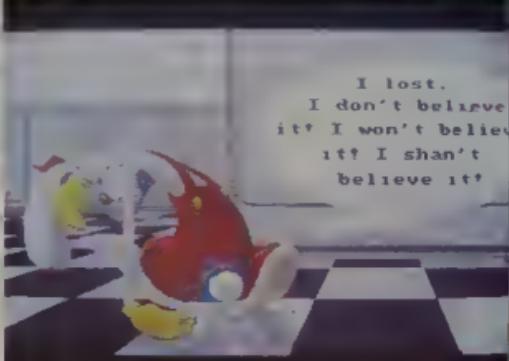
fans of the film, but in the end I was left with the distinct impression that Buena haven't fully capitalised on this golden opportunity. With the addition of a few more levels of the same quality, Roger Rabbit could have been transformed from a good game to a brilliant one.

AMIGA

► GRAPHICS	88%
► SOUND	86%
► PLAYABILITY	59%
► OVERALL	58%

UPDATE . . .

Because of the game's simplistic nature, it should translate to other systems pretty well – there'll be differences in graphics and sound on the less powerful machines of course, but the basic gameplay will be the same.



I lost.
I don't believe
it! I won't believe
it! I shan't
believe it!

WHO DONE IT?

Mixing animation with live action on film is nothing new — Disney did it with his Alice in Cartoonland series back in 1923, Gene Kelly danced with Jerry the Mouse in Anchors Aweigh (1945), and more recently Mary Poppins and Bedknobs and Broomsticks had actors interacting with cartoon characters. However, never has the illusion been more convincing than with the stunning new film, Who Framed Roger Rabbit. Julian Rignall discovers how it was done.

Who Framed Roger Rabbit is a joint production between Walt Disney's Touchstone Pictures and Steven Spielberg's Amblin Entertainment — and with that pedigree, it's not surprising that the film is one of the most innovative in years.

The film was directed by Robert Zemeckis (who also directed the superb Back to the Future and Romancing the Stone), and he contracted the finest talent to bring the ingenious Roger Rabbit concept to fruition. The visual effects were given to Industrial Light and Magic, the Oscar-winning special FX team who did the FX for the Star Wars films, E.T., Indiana Jones and Innerspace (among others), while the animation team was headed by Richard Williams, who did the animated sequences for Casino Royal and several of the



▲ Cheeky!

Pink Panther films — he also worked on the Fanto adverts that feature Disney characters mixed with live actors.

At first Williams was dubious about doing a film that mixed actors and cartoons, thinking instantly of the Mary Poppins-type where the actors looked very out of place. However, Zemeckis persuaded him to work on a test film where an actor interacted with Roger Rabbit on some stairs, and the result convinced him — as well as executive Producer Steven Spielberg. "When I first saw the tests for Roger Rabbit," he says, "I was — and this is not an overstatement — astonished."

With a green light from Disney, work started. The first big problem was to make a reality where humans and cartoons — or

Jessica

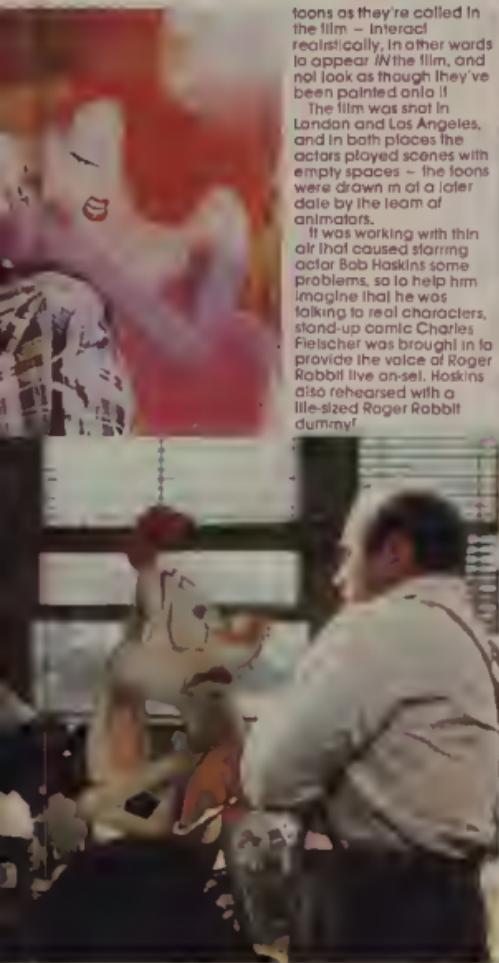
E IT???



toons as they're called in the film - interact realistically, in other words to appear *in* the film, and not look as though they've been painted onto it.

The film was shot in London and Los Angeles, and in both places the actors played scenes with empty spaces - the toons were drawn in at a later date by the team of animators.

It was working with thin air that caused starring actor Bob Hoskins some problems, so to help him imagine that he was talking to real characters, stand-up comic Charles Fleischer was brought in to provide the voice of Roger Rabbit live on-set. Hoskins also rehearsed with a life-sized Roger Rabbit dummy!



▲ Bob Hoskins

▲ What's up Doc.



▲ Bob Hoskins acts with a toon



▲ But things look a lot better with a Toont



WHO DONE IT??



▲ Before — and after.

It acting with non-existent characters was difficult, getting these spectres to interact with live objects seemed almost inconceivable — but not to Industrial Light & Magic, who employed special effects which were more complex than those in many top-grossing films such as *E.T.*, *Indiana Jones* and *Return of the Jedi*.

To give the impression that toons were interacting with live objects, tiny robot arms were developed to manipulate objects — the toons were then drawn over them to make it look as though they were carrying the items, or even "handling" them to the live actors! In one scene a pelican is seen riding a

real bike — this was done by filling the bike's wheels with water for stability and then sending it freewheeling across the set, guided by an invisible wire.

The work involved was incredible — in one scene where Bob Hoskins walks through a studio lot encountering various toons, 180 different elements were required to put it all together!

In all, there were over a thousand visual effects, and 57 minutes of interactive cartoon sequences — and the overall effect is absolutely stunning. *Who Framed Roger Rabbit* is an incredible film — make sure you don't miss it.



▲ Bob kited out.



▲ Marlon Brando plays party-coke with Jessica.

WILLOW

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your heart? How powerful is your magic?

M I N D S C A P E

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TV SPORT

► MACHINES: AMIGA/ATARI ST/IBM PC/C64.
 ► SUPPLIER: CINEMAWARE/REIMIRRORSOFT.
 ► PRICE: AMIGA £29.99, ST £24.99, C64 £14.99 (DISK ONLY), IBM PC £29.99.
 ► VERSION TESTED: AMIGA
 ► REVIEWER: CIARAN BRENNAN.

What's this? A sports simulation from Cinemaware? I thought that those boys were only interested in producing interactive movies. Well, strangely enough, that's exactly what this is in some

combinations a classy real-time game simulation with entertaining and informative TV coverage, total team customisation and a full 28-player league option!

When each player has chosen a team, a full squad is displayed on the coach's clipboard and 'Talent' points are distributed between the players. Each player's points are sorted into four categories: Speed, Strength, Hands and Ability. These categories affect different skills, depending on the player's position, for instance the Quarterback's Ability



▲ The kick's away, but it looks as though it may fall a little short.

respects for although American Football is an action-packed outdoor pursuit, the modern game is greatly dependent on television coverage for most of its atmosphere and, importantly, revenue.

Cinemaware claims that its first products were merely test runs, and that future games are going to be even more spectacular if the company lives up to its claim, then computer gaming is in for a few major changes. *Sinbad* was good, *Rocket Ranger* was wonderful – but *TV Sports Football* is something else again. It

rating determines his pass accuracy while the same section controls a Fullback's speed of changing direction. The squad's names can also be customised to include anyone you fancy really (how about trying your granny as a Quarterback?)

Once the team is knocked into shape, it's off to the astrodome for the opening game of the season.

The show starts with an introduction from a desk-bound smoothie and an eye-popping display from a troupe of



▲ Dallas could start

▲ The lighter side pumped up cheerleaders. After this a quick coin toss determines which side kicks off and the players take to the field for the first down.

There are three modes of play: one-player against the computer, two players against one another and two players against the computer. The first two categories are self-explanatory but the third is both unusual and interesting. When two players take on the computer, both play at all times but one controls the offence and the other looks after the defence.

▼ Dallas are in trouble



IT'S FOOTBALL



▲ Another kick attempt

When play begins, a single highlighted player comes under joystick control. In defensive mode, the Quarterback is contacted until he releases the ball, whereupon the closest receiver takes over the rest of the team's general movement pattern. One determined by whatever play is selected, but each player responds quickly to the opposition's movements by blocking, tackling and moving into position as required.

Occasionally a player gets into a tight escape and may be at a loss for which play to employ. In this case,

Chicago rushes in for a touchdown.

◀ A woman in lingerie is shown in the background of the game screen.

The computer can be left to its own devices and happily plays both sides until the player once again decides to take control.

The realism which is sustained throughout extends right down to such seemingly minor details as punt and place kicking. In fact, the place kicking sequence is one of the most impressive visual scenes in the program employing huge realistic characters that move smoothly and respond accurately like everything else. The result of a place kick is entirely dependent on the player's skill.

TVSF is the most entertaining, accurate and engrossing sports simulation I've ever experienced. Cinemaware keeps on improving this title, I daresay. I imagine what it's next release, *Lords of the Rising Sun*, will turn out like.

AMIGA

► GRAPHICS	93%
► SOUND	90%
► VALUE	87%
► PLAYABILITY	89%
► OVERALL	93%



◀ Cinemaware in-jokes include a few appearances from previous game characters. Anyone spotted Rocket Ranger?

TV Sports Football is a

staggering accomplishment even considering the Amiga's capabilites. The game itself would be enough, but when you add the little lining touches such as the referee and the constant supply of on-screen match information and player statistics you end up with one of the most realistic and complete packages ever.

It may be my bias as a keen American football fan talking over here, but



UPDATE ...

The Amiga and PC versions are set to hit the streets in time for this season's Superbowl. However, because the other versions won't be finished in time to meet this date, C64 and ST owners will fall foul of the unusual American football season, as their versions aren't due for release until the beginning of the new season - next Autumn! Crumbs!

THE CRUCIAL COMPILATION



THE IN CROWD

ocean



KARNOV After losing all the game-play of the original version, Gryphon takes you into a thriving alien world of fire, death, savagery and strange weapons. You're a cyborg, but you hate the Predator and made it his life's work to stop him. And when living, you can infiltrate almost anywhere he goes! Play Gryphon and gear up for battle!

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BARBARIAN THE STONE AGE FIGHTER The last survivor has agreed that if a champion can find who's alive in the rock-age cave-gardens, the Predator Man will be released. First the mortal hero comes to understand what a rough life means, involving his survival against a range of enemies, including the herbs of Southwest! Only YOU CAN DO IT!

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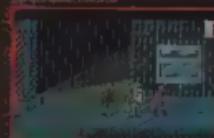
KARNOV AND KARNOV The big-brother Karnov disappears, so his Predator son must defeat the evil teacher Rio and find the Ice League of students. Karnov is a game of strategy, skill and memory, both action and ball games by making challenging levels of gameplay. It is designed for arcade cabinet environments or one of the best games at home. Karnov also has something special in the way of graphics—allowing you ever been killed by a dolphin.

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COMPAT-SCHOOL Karnov's arcade hit now for your home computer—already a hit. A fun Seven Ages game, with lots of fun and action. With the Predator Man's help you can learn about the challenge to the length of a thought and memory.

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TARGET RENEGADE Every computer player should have you have them in watching you. Right, yesterday you were a target, today you're a hero. You'll need to go through the various environments, like the desert, the jungle, the mountains, the plains, and more. To do this you'll use the techniques you're training your gun to do.

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PLATOON Lead your platoon dogs take heavy territory, you can almost beat the Invincibles, under the command of the Invincible dog.

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SPECTRUM
AMSTRAD
COMMODORE

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CASSETTE
£14.95

SPITTING IMAGE

► PRICE: C64, SPECTRUM,
AMSTRAD, CASSETTE £9.95,
AMSTRAD, DISK £14.95, C64
DISK £12.95, ST AND AMIGA
£19.95.

According to the prophecies of Spitting Image, there will be an apocalyptic war within the next seven years. And from the ashes of the world will rise one leader who will reign supreme.

At the start of a game caricatures of six leaders are displayed.

Gorbachev, Thatcher, the Pope, Ronald Reagan, the Ayatollah and President Ballo – one of which the player chooses to be. Next comes an even bigger choice – who to fight Yes – fightin' this wild and wacky Spitting Image world the leaders battle for the number one position by means of a one-on-one punch-up!

This summi skirmish takes place over a suitable backdrop – if Thatcher is the opponent, number ten

in evidence behind the belligerents while a rest home for Ayatollahs is the setting for the punch-up with well I'm sure you can guess.

The fighters face one another in traditional

▼ Worm Larva laughs



▲ Take that scratcher.

beel em up style and the objective is simply to defeat the opponent three times in five rounds. Both combatants are capable of head, body and feet hits and also have a special move – Ballo, for example, drops his pants and urinates on his opponent, while Gorbachev does a

deadly Kossack kick. Each successful hit knocks a chunk off the lighter's energy bar, and if it drops to zero the bawl is lod.

If the player wins, the title screen returns minus the defeated character and another one is chosen. This continues until all leaders are defeated, whereupon

the player is shown an end sequence pertaining to that character, or the player loses a bout which results in the termination of the game.

Much as I enjoyed playing Spitting Image, I was left with the distinct impression that there simply isn't enough game for your money. The graphics are utterly superb, with excellent animation and some hilarious lauches (although I did stop and wonder what they'll look like on the 8-bit machines), but at the end of the day what you've got is a very simple beat 'em up. That bugbear of many beat 'em ups is in evidence – the one-move trick. In this case you just manoeuvre the opponent into the corner and let rip with a series of head punches to beat him with ease.

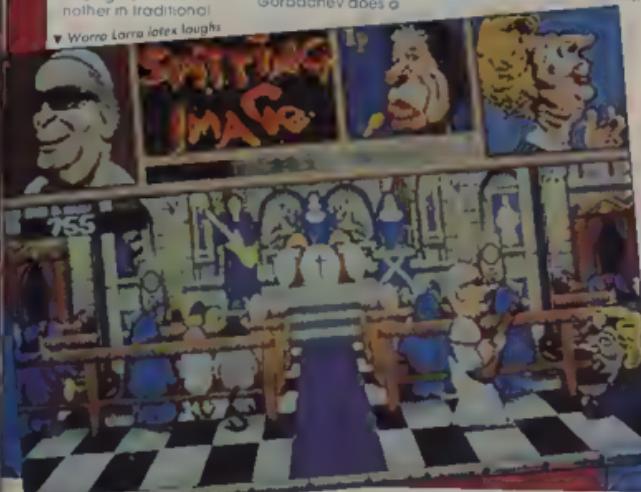
It's a shame there isn't just a little more in it because the brilliant humour and many neat lauches are wasted on the very weak gameplay.

ST

► GRAPHICS	84%
► SOUND	61%
► VALUE	31%
► PLAYABILITY	53%
► OVERALL	56%

UPDATE ...

Apart from the usual graphical and sonic differences, Spitting Image will be the same on all formats. The 8-bit versions will be multiload, which obviously will impair enjoyment a little, but other than that the criticisms levelled at the ST version should be relevant for all machines – so try before you buy.



STALLONE

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Russians in Afghanistan and there is only one
person capable of freeing him. Negotiate the
minefields, explore the Russian camp, lay
boobytraps, avoid detection,
free the Colonel and then
... move on to the
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► MACHINES:
ST/AMIGA/SPEC/C64/AMS/MSX
► SUPPLIER: AGAIN AGAIN.
► PRICE: ST/AMIGA £19.99,
SPEC/C64/AMS/MSX £9.99
CASS.
► VERSIONS TESTED:
ST/SPECTRUM.
► REVIEWER: PAUL GLAHOEY.

THE MUNSTERS

The antics of the wierdest sit-com family this side of the Brady Bunch form the basis of this debut game for Again Again, the full-price label of Alternative Software. And what an auspicious debut it's turned out to be. Allow me to elaborate.

Marilyn, the only member of the family who could be described as human, has been kidnapped by "Old Nick", and being the kindly family they are, the Munsters rally round to save her. Lilly Munster has to roam the Munster mansion, blasting the massed ranks of Old Nick's ghoul army with magic fireballs. Certain nasties are stronger than others, and to deal with them Lilly has to destroy lower-ranking ghosts to

▼ Not a very good he-i-

▲ Loads of marauding ghosts



▲ Shoot at the ghoulies.

build up her spell power, providing her with more potent fireballs to fling. Hidden throughout the play area are mystery objects which allegedly help take care of the ghosts, but none of the

items I picked up seemed to improve Lilly's chances.

The real pain in the bot (with both versions tested) is that you can spend ages just blasting ghosts to build up your spell power (which is a pretty boring task), then unexpectedly run into an indestructible ghost and lose all of your energy in microseconds. And because you only get one life, that's the end of the game! Consequently, you don't get the chance to do any serious exploring or puzzle solving so there's no feeling of progress, only bags of frustration.

The graphics on both versions are average, but the detail on the backgrounds does tend to confuse the action in the foreground. At least they successfully recreate the look of the series, which counts for something.

The use of sound in both versions is pretty limited, adding nor a lot to the atmosphere at all. The programmers of the ST version have provided it with some mediocre spot effects and a rendition of the TV theme tune which is quite jolly first time round, but becomes plain annoying after it's been repeated for the umpteenth time.

As you've probably guessed, I wasn't all that keen on *The Munsters*. The standard of programming almost reaches average, but there seems to have been very little thought put into the game design. I would balk at spending ten quid on the Spectrum version, but would fain't at shelling out twenty of my favourite coins for an ST version which is little better. Not a game I would recommend, even to Munsters fans.

ST

► GRAPHICS	67%
► SOUND	44%
► PLAYABILITY	28%
► VALUE	21%
► OVERALL	27%

SPECTRUM

► GRAPHICS	46%
► SOUND	43%
► PLAYABILITY	26%
► VALUE	29%
► OVERALL	30%

UPDATE . . .

All versions, unfortunately, have the same game design. So, although graphics and sound might be different, you'll still find the game annoying whether you own an MSX, C64 or whatever.



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▶ MACHINES: SPEC C64/AM5.
 ▶ SUPPLIER: IMAGINE.
 ▶ PRICE: SPEC £7.95 CASS,
 C64/AM5 £8.95 CASS, C64
 £12.95, DISK AM5 £14.95 DISK.
 ▶ VERSION TESTED: AMSTRAD.
 ▶ REVIEWER: PAUL GLANCEY.

One thing war has always been good for is the computer games industry. While you were wasting those ruthless little terrorists in *Ikari Warriors*, did you spare a thought for their poor grey-haired mothers, sitting at home, waiting for their next letter from their boys at the front? You did? What a sentimental dope — they're only sprites for goodness sake.

Humanitarians need have no such worries in this, the sequel to *Ikari Warriors*, because this time the intrepid pair (that's you and a friend if you have one) are taking out honest-to-goodness monsters — three heads, blood sucking — the whole bit. The beasts hang out on the road of the title, and it's your pleasure to yomp your way up it, clearing it of nasties with your trusty machine gun and a sack of grenades.

You can also put your weapons to good use in a bit of urban demolition. Pillars and temples block the road, some of which harbour handy weapon upgrades — flame throwers, smart bombs, extra grenades and a monster paralysing gooie. Also on the landscape are trapdoors which can transport you to the lairs of bonus point lattices which split mini-monsters down the screen. Blast it and it's



▲ *Ikari Warriors* all over again



▲ Oh graphics — no prizes though
back on the road to more vertically-scrolling shoot 'em up larks.

Control is via the standard eight-direction joysticking, but the thoughtful programmers have put in a toggle key, so that you can make your bloke keep his weapon pointed in the same direction until you de-toggle. This is handy when dealing death to fatalities which always remain above you on screen. Alternatively, there are facilities for using the Cheetah 128+ stick (the one with the previously useless rotational control). Novelties such as this lift *Victory Road* above the

standard *Ikari Warriors* clone, but it still doesn't beat the original. Sound is this version's real downfall, consisting of a few leetle coughs and tweets which hardly convey the feeling of the battlefield. The tidy and colourful graphics help compensate for this though.

However, as I said, it doesn't offer anything over the Elite conversions of *Ikari Warriors*, and how long have you had that in your software collection?

AMSTRAD

► GRAPHICS	77%
► SOUND	23%
► PLAYABILITY	75%
► VALUE	68%
► OVERALL	71%

UPDATE ...

The quality of other games in this vein suggest that this is a format which transfers well to almost any machine. The other 8-bit versions should bear all the features which made the Amstrad one so worthwhile, and the audio improvements possible on the C64 should make that the best of the bunch. No 16-bit versions are planned at present.



▲ Blast that nasty,



VICTORY ROAD

Reviews

oppressive Baal and destroy him to save the Earth. This might sound pretty run-of-the-mill stuff, but Baal's lair is huge, and danger lurks around every corner.

The mission starts with the Time Warrior armed only with his wits and a large laser rifle. Information is sadly lacking, so it's up to the player to take his own initiative.

The Warrior can walk left and right over the landscape, with the screen scrolling as he moves, and Warrior, a chunk is knocked off his energy bar,

▼ *Baal* - 16-bit arcade adventure

- MACHINES: ST/AMIGA/C64.
- SUPPLIER: PSYCLAPSE.
- PRICE: ST/AMIGA £19.95, C64 £14.95, 59.95 CASS, £12.99 DISK.
- VERSION TESTED: ST.
- JULIAN RIGNALL

Traditional trudge, shoot 'n' explore-type arcade adventures are pretty scarce on the ST. *Barbarian* is alright, but it's icon-driven and becomes rather tedious after a while. *Baal* is presented in similar fashion - it's a side-on platform arcade adventure - but the player has direct control over the on-screen hero, rather than having to use icons to guide him around.

The player takes control of a Time Warrior who is about to embark on a top secret mission - to enter the lair of the evil and

BAAL

ascend ladders if he finds one.

It doesn't take long for Baal's minions to realise that they've got a visitor, and they attack with fury. If an enemy hits the

and it drops towards a total zero. There are live Warriors given to the player to complete the quest.

The Warrior's laser comes in pretty handy against Baal's hench-beings, and a couple of well-aimed



SERVE AND VOLLEY

- MACHINES: C64.
- SUPPLIER: ACCOLADE.
- PRICE: C64 £9.95 CASS, £14.95 DISK, IBM £24.95.
- VERSION TESTED: C64.
- REVIEWER: EUGENE LACEY.

You have to admire Accolade's nerve for having a crack at producing a tennis game. It is such a well worn theme in computer gaming - on the ageing Commodore 64 in particular - that you have to believe you are bringing a fresh interpretation of the sport to the computer screen in order to tackle the project in the first place.

Accolade obviously believe they are bringing something new to the genre and I have to say I am inclined to agree.

The game features a unique power of shot implementation method that at first seems totally

weird - but is, in practice, a novel way of making tennis on computer more than a moronic digitised game of ping pong between you and the machine.

How so? By the use of a window which appears in the top corner of the

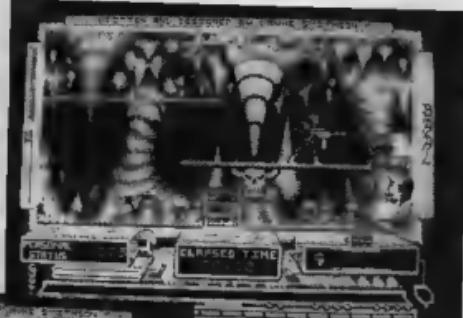
▼ *Serve and Volley* - options screen

screen. This features a rising barometer indicating the amount of power you wish to put behind your shot. Press the button on your joystick when you are happy with the level of power indicated by the barometer.

The window also features a graduated racket which shows the players' racket and forearm moving through the swing. This is used for serving as well as

▼ *Two right plodders battle it out*





▲ Blast the generators.
◀ Baal – it's a winner

volleys are all that's required to get them pushing up daisies. Force fields are frequently encountered, and the only way to get past them is tracking down and destroying the generator that powers the particular force field. It's this that gives the adventure a puzzle element; as you have to work out which generator to take out next.

making ordinary shots. It sounds a little complicated and takes a while to master, but it is all made easy by a series of on-screen instructions and training modes.

Serving is very well thought out and again has the feel of a real sports simulation rather than merely a pong-style tennis game.

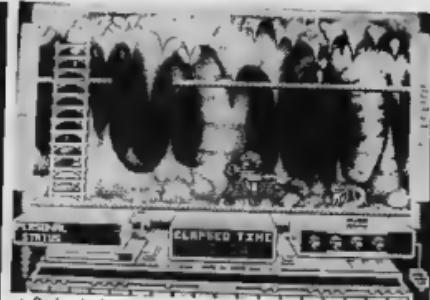
Before you serve the



▲ Excellent tennis sim
game offers you a map of the court on which you pick the spot where you want to hit the ball. Then using the power barometer you let fly

The animation of the moving ball is excellent – in a sort of pseudo 3D, it moves a little slowly and is perhaps a little small and therefore difficult to see but it is never the less convincing because of the trajectory of the ball.

Another feature that



▲ Dodge the fire-spitting serpent

ST

- GRAPHICS 78%
- SOUND 91%
- VALUE 72%
- PLAYABILITY 82%
- OVERALL 80%

UPDATE ...

Amigo and C64 versions are coming soon; the Amigo will look and sound better than the ST, while the C64 Incarnation will lose out graphically. The gameplay will be the same, though.

graphics are as good as the general standard of animation.

You can even choose your own players, and if you don't want to choose any of the players listed you can also create your own. As I said Accolade have thought of everything.

I thoroughly enjoyed *Serve and Volley*. If you are in the market for a tennis game for your computer look no further.

C64

- GRAPHICS 84%
- SOUND 75%
- VALUE 70%
- PLAYABILITY 85%
- OVERALL 76%

UPDATE ...

C64 and IBM versions are available now. There are no current plans to convert *Serve and Volley* to the 16 bit machines. Great shame this, as there isn't a decent tennis game around for either the ST or Amiga.



FOUR SOCCER SIMULATORS

► MACHINES: C64,
SPECTRUM, AMSTRAD CPC.
► SUPPLIER: CODE MASTERS.
► PRICE: ALL VERSIONS £9.95
CASS.
► VERSION TESTED: SPEC.
► REVIEWER: TONY DILLON.

Code Master's first full-price game looks like four completely different games in one package with a linking theme – football – rather than in the style of a compilation. In fact, what you get are three games that are exactly the same apart from a few minor differences, and a training section, which does prove to be marginally useful.

On the first side of the first of the two tapes in the packaging is the training. This incorporates a split-screen view of a gymnasium. To train your player you move the joystick in a way not unlike the Epyx sim to get your on-screen persona to do things. Move the joystick in the shape of an arch to get him to jump over a bar, pull down and then up to get him to do press ups, etc. After you've gone through the routine joystick waggles, you do some real training, and are

▼ A right Arsenal of a game



Footballing fun and frolics

given the chance to participate in all manner of events to improve your skills in the other three games. You can practice dribbling and passing, and even try your luck at penalty taking and saving.

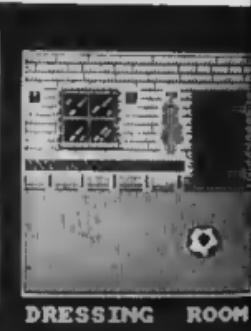
It would be pointless for me to describe the other three games separately, simply because they all look and play exactly the same. The only differences are the backdrops and the amount of players on screen. In street soccer and Five-a-Side you have a quintet of players, while in full match, you get the full complement of 11-a-side

As I've already said, the backdrops are different too. In street soccer, you play in a street, bouncing the ball off cars, houses etc, and 5-a-side has you playing inside a walled centre. Guess where you play the full match.

The graphics aren't bad at all. The players move quite realistically, and the backdrops are detailed, but the ball moves terribly and the screen flip-scrolls. Wouldn't have been nice to do smooth scrolling lads?

The controls are appalling. Fire both shoots and changes player when

▼ Digital spheres – kicking japes



you don't want it, and doesn't when you do. Just getting your man to run in the direction you want to is an effort. The response is far too sluggish for a fast action football game, so in a way it's a good thing it's not fast action.

That's what ruins the game, the speed. It plays at an incredibly slow rate, which makes it unplayable. 4-Soccer Simulators is basically a package of four sub-standard games. If you want a good football game go and get Microsoccer or Emlyn Hughes Soccer.

► GRAPHICS	68%
► SOUND	43%
► VALUE	28%
► PLAYABILITY	36%
► OVERALL	44%

UPDATE . . .

Barring the usual graphics and sound differences, all versions are basically the same. Hopefully the Amstrad and C64 versions will be faster.

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Reviews



▲ View from the bridge.

PIONEER PLAGUE

► MACHINES: AMIGA.
► SUPPLIER: MANDARIN.
► PRICE £24.95.
► VERSION TESTED: AMIGA.
► REVIEWER: TONY DILLON.

Pioneer Plague boasts itself as the world's first home computer game with more than 4,000 colours on screen at once. A lot of Amiga owners are going to see that and buy the game just on that one strength. There are two things I should point out here. The first is that the Amiga can't actually do much in HAM mode. It can display a picture (with a small amount of flicker) which may well be pretty, but it doesn't really add up to much of a game. The second point is that nice graphics do not make for entertainment. Remember Captain Blood? Very attractive, very big, but very boring with over 30,000 planets, only two of them inhabited.

Pioneer Plague sets out to be something it isn't right from the start. The player is the pilot of a probe, and has to try and stop a strange plague from spreading throughout the galaxy.

This basically involves moving a pointer around a lot, looking at some pretty amazing screens, listening to a pretty groovy soundtrack and generally getting bored to tears.

The mission starts inside your warm cosy spaceship. In front of you are four



▲ Good graphics – iffy game play

monitors – clicking on the first monitor takes you to your airship, the second is a navigational system, the third is the drone programmer and the fourth contains the loading and saving commands.

The airship allows you to fly from planet to planet, which is done by flying through wormholes in space. Along the way you get to fight lots and lots of hideous space aliens. *Missile Command*-like by moving a pointer over them and pressing the mouse button. As you might have guessed, you don't actually fly the ship through the wormholes, if you can call them wormholes. They consist of three vectored bumpy holes, and the screen ticks between the three to give an impression of forward movement. It doesn't work

The training manual is probably the most exciting thing about the game. Reading through it you learn of all the exciting things to be found, like Star Shark Fighters, Sub-Euclidian Space, Sky

Hatches, but finding them is dull and boring. Nice graphics, shame about the game.

AMIGA

► GRAPHICS	84%
► SOUND	83%
► VALUE	31%
► PLAYABILITY	38%
► OVERALL	39%

UPDATE...

No other versions are planned, but the game is so simple, it would translate to other computers pretty well – although without the graphics there's very little to shout about.

▼ World turned upside down.



Reviews

► SUPPLIER: SILMARILIS.
 ► ST/AMIGA/SPECTRUM/C64/
 ► AMSTRAD/PC.
 ► PRICE: ST £19.95, AMIGA/PC
 £24.95, C64/SPEC/AMSTRAD
 £6.95, CASS C64/AMS £14.95
 DISK.
 ► VERSION TESTED: ST.
 ► REVIEWER: PAUL GLANCEY.



A Bust the evil peddlers

MANHATTAN DEALERS

Joining the gang of urban beat 'em ups is this little number, which boasts "remarkable graphics and animation, plus digitised sounds and stirring music." Well, that bit of spiel from the packaging is best taken with a hefty pinch of salt and a glass of water, but this first release from Silmarilis certainly shows potential.

In the game, you take control of Inspector Harry, a vice squad cop with a mission to track down and dispose of every kilogram of dope being peddled on the streets of Manhattan. Each area is displayed in a kind of 3D, so you can walk into and out of the screen

▼ Better than Double Dragon!

— a feature which adds quite a bit to the feel of the game.

The only problem is you can't walk straight up or down the screen for some reason, so you end up doing silly things like walking lamp posts. In between stumbling over fire hydrants, Harry gets his kicks from beating seven shades of sunlight out of drug-pushing hoods. Four types of kick and two punches are at Harry's disposal, but in a clinch you're more likely to keep the bad guys occupied with repeated jabs and high kicks.

When they finally expire, certain hoods leave



A Hood hoofing horsepower

behind packets of drugs, which Harry has to take to a brazier and burn, regaining vital energy in the process.

There is quite a variety of opponents, which range from chain-wielding punks through whip-crackin' women to enraged home-owners who hurl household items in your direction. There're even a couple of Ninja-types in there. Where would we be without 'em?

As this sort of game goes, *Manhattan Dealers* really isn't too bad. In fact, the only weak points are the features which the packaging claims are so great. The animation has its moments, but you only have to shuttle Harry across the screen to see that there could have been more work done there. The digitised sound is pretty

poetic, and the music wouldn't stir a cup of weak tea. The gameplay is very easy to get into though, because it is simplistic, and yet the many different opponents save the game from becoming too boring. I did groan when I started the second level only to find that the graphics were the same as the first, but there are more often than not two baddies beating you up simultaneously on each screen, so you're not going to be left hanging around.

It's not the greatest game of its type, and at £20 it could hardly be called cheap, but if you're a fan of digitised violence,

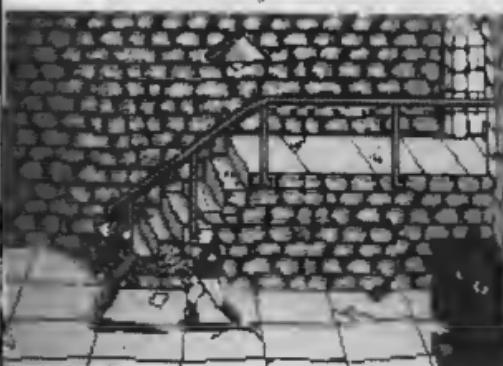
Manhattan Dealers is probably worth a quick look

ST

► GRAPHICS	71%
► SOUND	44%
► VALUE	66%
► PLAYABILITY	71%
► OVERALL	68%

UPDATE . . .

The Amiga and PC versions should be on the shelves as you read this and according to Silmarilis they are both very similar to ST *Manhattan*. However, the PC version should feature some extra levels and even some extra trapdoors in the scenery. The 8-bit versions should be on the streets by March or April, no doubt having some graphical and audio differences, but with the basic gameplay unchanged.



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I don't half fancy that.

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QUEST OF

► MACHINES:
SPECTRUM/C64/ATARI
ST/AMIGA/AMSTRAD.
► PRICE: C64, SPECTRUM,
AND AMSTRAD £14.99, CASS
£49.99 DISK, ATARI ST/AMIGA
£49.99.
► REVIEWER: EUGENE LACEY.

"Which Australian lady Tennis Player caused a rumpus at Wimbledon when her knicker elastic snapped?"; "Who put seven past Bristol Rover In and which London based snooker player was recently voted BBC sports personality of the year.

You don't know, do you? Well, — I do and I can tell you that the answers will be given to you somewhere in this review — so you are going to have to read it now, hal!

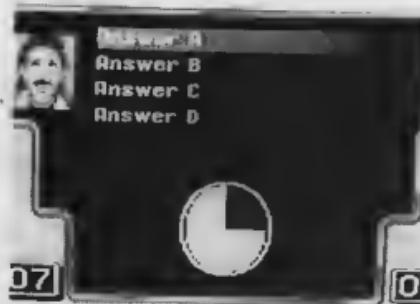
Yes folks its A Question of Sport time again — Introducing Bungling Bill Beaumont, David 'the yawn' Coleman, Ian Botham and all your other favourites in this computer conversion of Britain's most popular TV sports quiz Program.

In actual fact Elite offer viewers of the computer screen a new hero — one Steve Wilcox — Midlands lad, Lotus Elite driver, and port owner of Elite software Yep, 'thrifly' Steve Wilcox as he is known in the trade makes a stunning appearance in his own game — and why not.

His specialist subject is soccer which is strange considering he is a Walsall supporter. But then — life can be strange. The other guests are pretty strange too. I haven't got a clue who any of them are. Bill and Ian are clear enough though.

The game follows the TV show very closely — the quiz being split up into six rounds.

If you have never seen the TV show (Where you been, mate?) the rounds



D7

▲ What happened next — not the best round
are: Pictureboard — here questions are asked individually to each team member. The players choose a box from the numbered grid. These squares then flip revealing a symbol representing a sport. There are a wide range of sports including soccer, cricket, horse racing and tennis with a mystery question mark symbol for a randomly selected sports question.

If you get the right answer you notch up two points, get it wrong or run out of time and your opposing side get a crack at the question to earn a bonus point.

▼ Pick a square and a question



D7

D9

The questions are always multiple choice — the player making his election by moving the cursor to the required answer. The time factor is represented by a circle which colours in to the sound of a loud buzz — reach for the volume time

"Home or Away is another individual round in which players can choose either their specialist subject — for one point or an 'Away' subject for two points. The same bonus and time out rules apply here as in they do in all rounds.

What Happened Next is just what it says it is. You choose the answer which



▲ Quick Fire round is best on ST



D9

ON- SPORT



Your team - that's Steve Wilcox top left



Player one choose
team members.

completes the event. This is one aspect of the game that doesn't convert particularly well. The problem is you tend to forget the exact wording of the question by the time you get to a bonus attempt if your opponent has failed. It doesn't quite work without the visuals.

Again Mystery Personality is slightly flawed as well because if your opponent guesses wrong you can almost get to the right answer by a process of elimination.

The Quick Fire round was the best for me. A head to head against the computer or a friend in which you race to make the correct choice of

answer from the ones listed. Excellent fun this. The final round is another bout of Pictureboard - asking the questions in the squares that remain.

The instructions state that Ellie have attempted to minimise repetition of the questions by stacking them in five blocks - the idea the computer prompting you to load a new block of questions from time to time. Of course, there is a finite number of questions that the disk can store - so that eventually you are going to start recognising certain questions. This is unavoidable if you think about it but it makes the computer game no different to the original board game - which is why I feel it is a booming trade in expansion sets for board games. Will there be addition expander disks for *A Question of Sport*?

Director of the company and former C+VG employee Bernold Dugdale said: "We are looking at a number of expander packs - including further question disks and possibly specialist subject disks on say soccer or cricket."

So how does it play and is it worth getting? I would say yes - if you are a fan of the programme, like quiz games in general, or the type of question coin-op machines you find in pubs. I do - I love 'em as my bank manager will testify.

A quiz game is a difficult thing to undertake.

▼ A question of a lot of dash at fifteen quid

Surprisingly two companies have attempted it now through the medium of a licensed quiz - Domark with *Invicta Pursuit* and now Elite with *A Question of Sport*. It's dead simple and doesn't have any bells or whistles to speak of - even on 16-bit - it's really playable though, you'll find you sell having just one more go, which is exactly what I am going to do now I have finished this review.

OK OK, I know, you want the answers to the questions I haven't forgotten. I have been a bit naughty though because I made the one up about the Australian lady's knicker elastic. The others were legitimate enough though - Bristol City and Steve Davis of course.

ST

► GRAPHICS	53%
► SOUND	60%
► VALUE	49%
► PLAYABILITY	71%
► OVERALL	75%

UPDATE . . .

Full marks to Elite for having all versions on sale at the same time. There is also a BBC version which is available from Superior Software at two pounds less than the Elite versions.



THE DEEP

Reviews



▲ Depth charges away

► **MACHINES:** SPEC/AMIGA/C64/ST/AMIGA/IBM PC.
► **SUPPLIER:** US GOLD.
► **PRICE:** SPEC £8.99 C64, £12.99 DISK, AMIGA/64 £9.99
CASS, £14.99 DISK ST/PC £19.99, AMIGA £24.99.
► **VERSION TESTED:** AMIGA.
► **REVIEWER:** JULIAN RIGNALL.

I must confess that in all my years of arcade going, I've never seen, yea, even heard of this obscure compaq. Or of the Cream Carp from whom this title was apparently licensed. Still, someone at US Gold must have seen the machine somewhere, because they "snapped" up the rights.

The game is an odd one – as an arcade machine I'm not surprised that it sunk without trace. If it ever emerged in the first place – but as a computer game it's quite jolly.

The player takes control of a ship, which floats at the top of the screen. Subs and other underwater vehicles and creatures move across, and launch missiles and mines, which are dodged by moving the ship left or right. To defend itself the ship drops depth charges, which drift slowly to the ocean's depth, destroying anything they touch.

Occasionally an enemy wreck releases a capsule which floats to the surface. If this is collected, a helicopter appears and drops off a supply box,

which endows the ship with either guided or more powerful depth charges, extra speed or a pod.

Tapping the ALT key when a pod is picked up turns the ship into a minisub, and the player can dive to the bottom of the screen and collect the glowing orb on the sea floor. When the sub returns to the surface, the ship appears again and the screen scrolls along to where the next orb is located.

When three pods are collected the ship is confronted by a boat which is approaching at ramming speed. Missiles are fired to stop it before it makes contact, and the boat goes on to battle a submerged mothership, which is bristling with emplacements. If these are

all taken out, the first stage is deemed complete.

Next comes a Missile Command-style section. A convoy of ships are sailing from the harbour to the open sea – but the enemy are launching missiles from the ocean depths. Using a crosshair sight, the player takes them out before they make contact.

After that the scene returns to one similar to the first, only with a different seascape and more enemy submersibles.

The Deep is quite an addictive game, but it lacks depth [no pun intended]. It's more of an 8-bit concept, really, and not one that I expect to see

can see its appeal waning considerably in the long-term. There just isn't enough variety to sustain interest!

AMIGA

► GRAPHICS	66%
► SOUND	83%
► VALUE	33%
► PLAYABILITY	63%
► OVERALL	58%



▲ Underwater shooter

On the Amiga for £25 – as a 16-bit budget title it would be fine. The gameplay is fun and kept me amused for a couple of hours, but I

UPDATE . . .

The Deep should translate to all formats pretty well – it's very simplistic, after all. Spectrum, Commodore and Amstrad versions should be fun, and are far better value for money than the over-processed 16-bit versions.

As for ST and IBM owners, the same criticisms mentioned above will apply. The Deep offers fun – but it's expensive fun!

◀ **Missile command-like screen**
Stacks of fun this bit.
Pricy though.



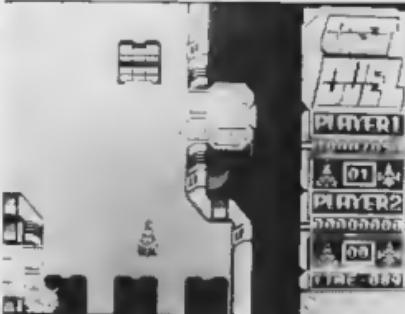
Reviews

LAST DUEL

MACHINES: SPEC, C64, AM3, ST, AMIGA.
SUPPLIER: GOLD.
PRICE: SPEC £8.99
 CASS £12.99 DISK, C64/AM3
 £9.99 CASS/£14.99 DISK, ST
 £19.99, AMIGA £24.99.
VERSION TESTED: ST.
REVIEWER: TONY DILLON.

To say that this game bears more than a passing resemblance to USG's other coin-op release this month, *LED Storm*, would be a little unfair. It's only every other level that bears the similarity.

You are some kind of lone warrior battling against evil for the love of your woman. Well, you're alone when you're not playing in two-player mode, that is. You are a motorcycle rider, racing upwards along a vertically



scrolling landscape, battling big guns, gun emplacements and enemy riders. Play two-players and you call the assistance of an airborne craft, which you would think would make the game a little easier. No

way. When in two-player mode, you get twice the enemy.

As you scroll northward (with a bit of left and right scrolling to add variety) you come across obstacles – holes in the road are one of them. These can be

driven around, provided there is the room, or you can jump over it. But you have to make sure that there is no air traffic above when you leave the ground and ensure that you land on terra firma.

Guns line either side of the roadway, and little soldiers hide behind barrels and fire at you. Suicidal car drivers wait on either side of the road in wait, and when you pass, they take you out.

But it's not all bad. Pads lie in the road, and when shot, they leave little capsules. Drive over them to collect them, and bingo – progressive weaponry. Build a fan-like series of bullets, as well as side firing lasers. All come in pretty handy.

Last Duel is hard, granted. Well, it's more than that, it's very hard. It seems that the only way

MACHINES:
 SPEC/AM3/C64/ST/AMIGA.
SUPPLIER: US GOLD.
PRICE: SPEC £8.99 CASS,
 £12.99 DISK, AM3/C64 £9.99
 CASS, £14.99 DISK, ST £19.99,
 AMIGA £24.99.
VERSION TESTED: ST/SPEC.
REVIEWER: JULIAN RIGNALL.

I don't like to start a review on a negative note, but it has to be said that *LED Storm* is one of the most terrible arcade games of

the year. It really isn't very good.

So why did US Gold buy the rights? Well, when they signed their deal with Capcom, they secured the licence to convert the next ten Capcom titles, and unfortunately *LED Storm* is one of them. I suppose that's the way the cookie crumbles – in such a deal you get brilliant titles like *Ghouls 'n' Ghosts* (*Ghosts*

'n' Goblins II) and *Black Tiger*, and turkeys like *LED Storm*.

The game is basically a derivative of the old *Bumpin' Buggies* theme which was popular about five years ago. The player takes control of a car, viewed from overhead, and races up a vertically scrolling road. Pressing the makes the car jump, which is useful for leaping on and

destroying fellow road hogs, and also housing over holes in the road.

There are nine levels of very similar action, and the objective is simply to race to the end of each. An energy meter on the right of the screen ticks down as the car zooms up the screen, but fortunately extra energy can be picked up by running over



ST

- GRAPHICS 76%
- SOUND 68%
- VALUE 40%
- PLAYABILITY 52%
- OVERALL 55%

UPDATE ...

All other versions are being left out at the same time. The Amiga version features enhanced graphics, sound and playability and is generally a much better game. The Spectrum version is monochrome, obviously, but still features the same level of playability.

The C64 version looks like it's going to be quite good, with smooth scrolling and stacks of playability. The Amstrad version will contain all the fun of the Speccy version, with colourful graphics.



you're going to get anywhere is to drive very slowly, but as you're up against the clock, that tends to mean that you still don't get very far.

The graphics are quite nice. The scrolling is a little

slow, and the left and right scrolling is downright appalling. The sprites are quite smoothly animated, but the collision detection is a little on the stingy side. On the whole the game is reasonable

Not a stormer, but not dire. Well, at least it's better than LED Storm

fuel cans, or passing one of the three checkpoints en route. Should all energy be used, the game ends.

If the car falls through a hole in the road or crashes into an obstacle, it's reprieved – but vital energy is lost in the process.

And that's *LED Storm* in a nutshell...

The ST conversion is weak, and suffers from a

LED STORM

price, but as a full-price game it just doesn't make the grade.

ST

- GRAPHICS 43%
- SOUND 86%
- VALUE 21%
- PLAYABILITY 43%
- OVERALL 41%

SPEC

- GRAPHICS 71%
- SOUND 70%
- VALUE 39%
- PLAYABILITY 55%
- OVERALL 52%

UPDATE ...

The above criticism is valid for all versions.

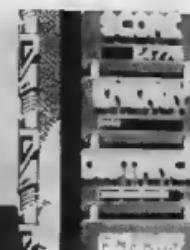


major fault: it's far too easy. The game is already simplistic, and this is further compounded by the fact that it's possible to complete all nine levels with little practice. The graphics are pathetic, with poorly-drawn backdrops and sprites that lack definition. Sound is good, though, with the ST's normally tinny sound chip producing an atmospheric tune – without the use of

samples!

The Spectrum version is far more playable and is a lot tougher – but the gameplay is still very simplistic and not particularly addictive. The graphics and sound are alright – it's just the gameplay that's lacking.

LED Storm would make ideal fodder for the Kixx budget label – in fact I'd recommend it at budget



Reviews

MACHINES: C64, SPEC.
AMS.
SUPPLIER: OCEAN.
PRICE: SPECTRUM, AMSTRAD,
 C64 £9.95, DISK £14.95, AMIGA, ST, £24.99.
VERSION TESTED: C64,
 SPECTRUM.
REVIEWER: TONY DILLON.

Oh me! I could have a lot of fun with this opening. After all, there must be hundreds of different Batman clichés I can use to open and pad

▼ *Batman-a-a-a-a*

out this piece. But I won't. I'll get on with the review. This is the second Batman undertaking Ocean have, well, undertaken, the first being that wonderful Filimation production. This one is, strangely enough, a conversion of the movie (?), due for release sometime next year, just as soon as they start filming it.

You play the Caped Crusader himself, minus Robin the Boy Wonder (as usual), as he battles through not one, but two adventures in his struggle to uphold justice in this unjust society we live in.

Firstly, the Penguin is making a nuisance of

himself. Batman sets out to put a stop to his 'demented squawking'. Once he's done that, it's down to the lun house at the focal funfair for a do or die battle with the Joker.

Rather than use that plot and come up with an arcade game which, let's face it, would have worked quite well, Spectral FX have come up with an arcade adventure.

The map is arranged as a semi 3D scroller. Left to right is smooth scrolling, and at certain points in the scenery (doors and suchlike) you can flip in or out of the screen.

As it's an arcade adventure, it's obvious you're not going to get anywhere until you find some objects, and these are to be found in boxes with the bat-symbol on the side. The batarang is a handy item, as is the lockpick.

To stop you from getting anywhere are various kinds of enemy. The

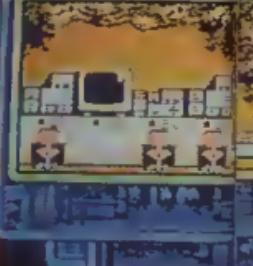


▼ The Caped Crusader goes in.



▼ The action blurs

▼ Where next, Batman?



▼ Batman has found out with a village



▼ The action blurs



MAN



smallest, and least harmful are the rabid penguins. These roll around, no taller than your waist, occasionally spilling out the odd bullet here and there. Then there are the knife throwers. These will only throw from a distance once, so stay close to them, and they're harmless. Hardest of the lot are the armed guards. These will stand anywhere and shoot you. The problem is, you're Batman. Anyone who knows their Batman will know that it's against his code to kill anyone. He can't even hurt anyone. All he's allowed to do is to hit them to stun them for a short while so he can get past.

The main manipulation is fairly simple. Face right, pull down and press fire and you go into the menu system.

There are live icons in the centre of the screen and all round the screen are pictures of anything you've collected. The live icons

are, turn tune on/off, drop object, return to game, use object and quit game.

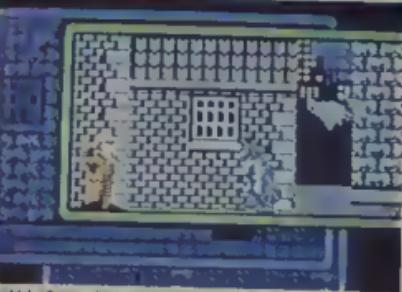
The graphics are 'Holy bat socks good'. The detail and animation of all the sprites is crisp and the screen flips smoothly.

As you move onto new screens, the next overlays the former one, but never perfectly, giving that 'comic book' impression.

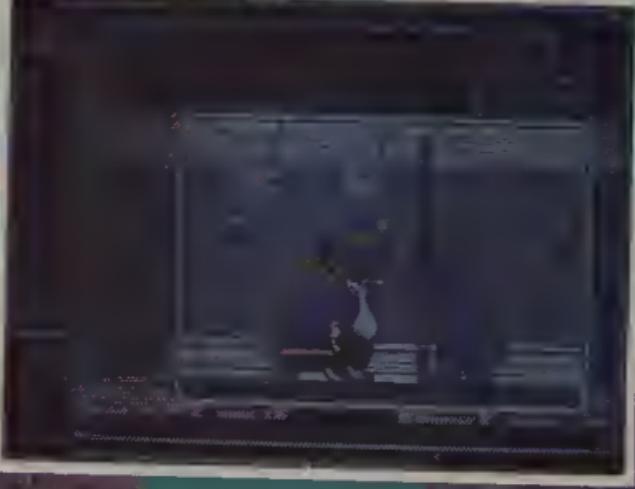
A tune plays throughout, but is nothing more than a parody of the Batman tune. In-game effects are nice, not brilliant, but nice.

Quite a fun game but, to my mind, not nearly as good as the first one. Nice packaging, though.

Fight on! Jump



▼ 16-bit Batman looks brill



C64

► GRAPHICS	85%
► SOUND	77%
► VALUE	71%
► PLAYABILITY	75%
► OVERALL	74%

SPECTRUM

► GRAPHICS	86%
► SOUND	82%
► VALUE	85%
► PLAYABILITY	89%
► OVERALL	89%

UPDATE . . .

All versions of Batman are now on sale. The Amiga version feature the original Batman theme tune.

crazy CARS II



SCREENSHOTS FROM AMIGA VERSION



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GI HERO

► SUPPLIER: FIREBIRD.
► MACHINE: SPEC CASS, C64,
AMSTRAD.
► PRICE: SPEC £7.95,
COMMODORE £9.95, £12.95
DISK, AMSTRAD £89.50,
£14.95 DISK.
► VERSION TESTED: SPEC
CASS, C64.
► REVIEWER: CECIL MCGRANE.

In the beginning there was Commando. Commando begat green beret! These seeds of unoriginality grew and grew until GI Hero came about, would it live up to its illustrious predecessors?

Poace documents have been stolen by enemy spies and someone has to get them back. You as GI Hero (the christening must've been great) are given the job, predictable huh!

As you are being flown out suddenly the engine cuts and you find yourself parachuting groundwards clutching your canine pal - killer the dog.

Just before you land

▲ Menu offering battle options
killer wriggles free. Can you find him and retrieve the documents.

GI is an Arcade side-on-view, flick screen adventure. There are no neverending attacks from enemy soldiers as in Green Beret. In fact enemy troops are very few and far between. Ammunition runs out pretty fast too, so look for extra clips which can be found scattered about the landscape. Incidentally, the landscape mostly looks exactly the same, which creates a "haven't I been here before" attitude.

Fortunately, finding Killer the dog brightens the whole thing as any enemies that approach will now be savaged by your four legged friend. Now and then you'll

come across gaps in the undergrowth, through which lie even more bland jungle landscapes. Eventually you reach some caves. If you face GI towards screen and press fire, up pops a menu screen from which you can choose many options, from deciphering codes to changing batteries. Batteries go with the torch which you will need to find your way around the darkened caves.

Sound FX are extremely sparse, just the repetitions sound of a cricket whirring out of contempt. May be he hates the landscape too. Nice graphics with sufficient use of colour, although the main sprite is covered by a mask which shows a lack of programming care.

Furthermore the GI's walk is far too slow and looks far too passive.

Three to eight goes is the most I'd give this in the lastability stakes. No variation, hardly any sound and to frustrating to enjoy. Hard game to get into, easy game too get out of. Now where's that Operation Wall cassette.

C64

► GRAPHICS	61%
► SOUND	25%
► VALUE	40%
► PLAYABILITY	41%
► OVERALL	43%

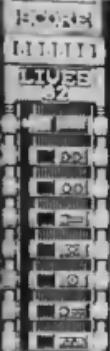
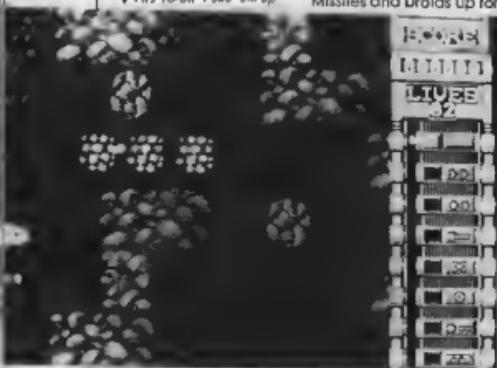
UPDATE . . .

Specy and Amstrad versions are out now, with the Commy version to follow in the new year. 16-bit versions look doubtful. Maybe it's just as well.



Reviews

▼ Firs 16-bit "Puke 'em up"



- MACHINES: C64.
- SUPPLIER: EA.
- PRICE: C64 CASSETTE £9.95,
DISK £14.95, IBM £24.95.
- VERSION TESTED: C64.
- REVIEWER: TONY DILLON.

▼ No prizes for Fast Break

I don't know if I'm right when I say this, and I'm probably not, but from my understanding, this new Accolade series of sports simulations is supposed to bring in some



SLAMMER'S
BALL

QUARTER 1
6:00 :24

SLAMMERS 22
JAMMERS 22

FAST BREAK

- MACHINES: ATARI ST.
- SUPPLIER: EXOCET.
- PRICE: £19.95.
- REVIEWER: CIARAN BRENNAN.
- VERSION TESTED: ATARI ST.

Having played Hyperdrome extensively I'm still undecided as to whether I'm doing it properly or not. It's supposed to be a progressive scroller, with Double Fire, Missiles, Assault Shells, Hornet Missiles and Droids up for

grabs. But try as I might, I couldn't seem to collect anything except a slightly longer bullet and a fairly useless satellite.

The idea is to fly a big ship along the left to right scrolling Hyperdrome, destroying obstacles and airborne attackers. Most destroyed obstacles reveal an icon, which, like Esso petrol tokens, award the ship with something useful - the more tokens the better the add-on.

The description of these add-ons is the only thing in the whole package which caused me to smile: each item is named and a brief explanation of its use follows in brackets - so after Shield comes 'They can't hurt you' and my personal favourite, Hornet Missiles comes complete with 'Give them no chance'.

To be fair the ship is nicely animated, but the backgrounds are appalling - they're bland, jerky, ugly and incorporate a totally pointless and garish spot of token parallax. The graphics are so basic that you'd be forgiven for mistaking this for a C64



▲ Nice motherhip - naff game

HYP

your own. The playbook contains fifteen moves which govern where the other two players will be standing when you aren't controlling them.

Player Control couldn't be easier. Normal joystick



revolutionary styles of games and gameplay.

This can't be right,

because if it is, then how

come this Fast Break thing

is no different to all other

basketball games that

have been released, i.e.

not very good.

It's a three on three basketball game in a two flip-screen court, each of the screens being a mirror image of the other. You control one of the players at a time, normally. In the style of most multi-player games, the one nearest the ball being the one under control. This is indicated by the player flashing.

Where the other two players stand is decided between matches and at half time. You are presented with a playbook of moves, and it's from this that you have to choose four or, make up four or

STAR DROME

BYS AND MR HAMILTON. GRAPHICS • GP FELIX

directions apply, and passing is simply a matter of pointing in the appropriate direction and pressing fire. Note, the game won't let you pass unless you're facing a player you can pass to.

▼ Harlem Globetrotters need not worry.

Shooting is even easier. Shooting consists of standing anywhere on the screen where your opponents goal is visible, and holding down fire. Your man will jump into the air and take aim. Release

fire at the apex of his flight, and he'll release the ball and it'll sail into the hoop with the greatest of ease. Release the button too soon, and it'll bounce off the rim or miss completely.

The computer proves a more than worthy opponent, the problem being that it is perfect; it controls all of its three players at once, which means that it has them all standing in the right position, passes perfectly, intercepts all your shots and never misses a shot.

Two player is a bit more fun, but the fun is still short lived due to the limitations of play and the complete lack of any facilities to improve your skills (i.e., an advanced play mode or just skill levels).

The graphics aren't bad. They serve their purpose and the backgrounds are rather pleasing. They do border on being overly blocky though, and the characters have a tendency to glide rather

unnecessarily) to allow disk access. This is probably the first game I've ever played where I complained that I was starting with too many lives. If software shops haven't already got a bargain bin for 16-bit software, this could be a good reason to start one.

ATARI ST

► GRAPHICS	37%
► SOUND	31%
► VALUE	29%
► PLAYABILITY	28%
► OVERALL	24%

UPDATE . . .
It's an ST-only product
thank goodness.

than walk.

Not a terrible game, but hardly an advancement in the world of sports sims.

C64

► GRAPHICS	61%
► SOUND	46%
► VALUE	54%
► PLAYABILITY	69%
► OVERALL	52%

UPDATE . . .

Electronic Arts must have got advance warning of Tony Dillon's less than complimentary review of Fast Break as no other versions of the game are planned.

It is odd really that EA should launch a less than brilliant basketball game when you consider they brought us the excellent one on one.

Reviews

MACHINES: ATARI ST/AMIGA/IC64/SPECTRUM/A-MSTRAD COMP.

SUPPLIER: OUTLAW.

PRICE: ST/AMIGA £19.99.

REVIEWER: CIARAN BRENNAN

VERSION TESTED: AMIGA

Guy Manly's been accused of a crime that he probably didn't commit, so either he pays his dues to society by indulging in a spot of piracy - or he steals a small, heavily-armed spaceship and takes his chances

makes this an obvious starting location for your new career. The Council's services don't come cheap however, they charge a small percentage (well, 95% of your takings actually) for use of the space station and initial investment capital!

A budding pirate can choose from two types of mission with a number of levels available for each. One of these involves flying over a small planet, using its innocent aircraft for target practice - the other, more lucrative, task is to enter the open space lanes in search of bounty laden spacetrucks.

Whatever you choose, the mission can first be practised from the comfort of one of seven simulators which are modelled on the

COSMIC

large spacemap is explored by moving through a series of toll gates, and following a grid map towards the target. Toll gates can only be utilised if enough attack craft are dispatched along the way and the relevant points total is earned. Later grid maps include icons representing other pirates in the vicinity which must also be destroyed with extreme prejudice. There's no room for sentimentality when the stakes are this high.



living the life a brigand on the Barbary spaceways. What would you do if you were Guy Manly? Well it just so happens that you are, and the decision's been made for you - so strap yourself in and set a course for NEST51.

NEST51 is a mammoth space station run by a dangerous criminal organisation known as The Council. The station's deep space location and excellent facilities make it an ideal base for criminal activities and The Council's fostering of new young pirating talent.

game itself but are played out using vector graphics. Simulators allow the pilot to familiarise himself with the ship's controls without encountering any real danger - however, this also means that no money can be made in this section. Most simulators are free, but a couple (including the Asteroids clone, Disasteroids) eat into your meagre resources.

When a pilot feels confident with his flying abilities, the next step is to enter real space in search of an elusive spacetruck. A

Blast them rocks

When a spacetruck has eventually been captured and returned to NEST51, a cash prize is awarded in relation to its size. After The Council has taken its chunk, the remaining cash is yours to spend on better shields, faster power units and more destructive weapons. In this fashion the whole galaxy can eventually be explored and every spacetruck (from the smallest minnow to the mammoth 'whale') plundered.

When you consider the depth of play contained



here, Outlaw would be forgiven if the cosmetics were a little weak, but this is far from the case. The

Build your ship - Elite-style



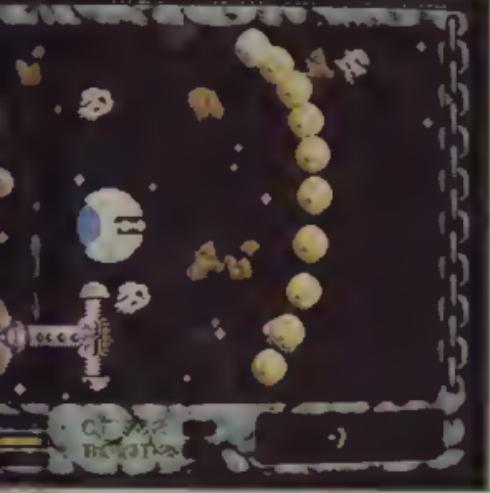
PIRATE



Superb graphics from newcomers Zippa

graphic style may not be to everyone's taste but it's beautifully executed and I doubt if anyone will be im-

pressed by the hyperspace sequences, particularly those sequences.



© Zippa
Thomas



The ubiquitous galactic map responsible for this production and Outlaw could hardly have asked for a more professional result. Starting with the impressive and user friendly options screen, every tiny tiny detail of

AMIGA

► GRAPHICS	84%
► SOUND	83%
► VALUE	87%
► PLAYABILITY	91%
► OVERALL	89%



the package is well considered and beautifully executed. The ability to save up to five separate games allows the task to be finished gradually, with the slowly increasing difficulty rate making the challenge testing and compulsive.

Highly absorbing game

UPDATE . . .

Both 16-bit versions are currently available and awaiting take-off. On the 8-bit front, expect to see all games on the shelves by early Spring, with the Spectrum version looking particularly impressive at this early stage.



Maybe it's the 'greenhouse' effect but January is hot — as in *Red Heat* (18), the friction you get when a pair of ill-matched cops strike sparks off each other. Seeing as one of the detectives is Arnold Schwarzenegger, you won't be surprised to find that plenty of other things get struck too.

It's first blazing few frames as Captain Ivan Danko of the Moscow homicide squad punching a suspect round a sauna before shoving him out into the snow to cool down. But Muscovite drug baron Rostavich doesn't take tan kindly to 'Iron Jaw's' strong arm tactics so he snuffs his partner then flees to the West.

Luck's against him. He's soon in the hands of the Chicago police, picked up for a minor traffic offence. The Americans agree to his return and Danko's sent to collect him from wise-cracking Detective Art Ridzik's tender care.

But the escort goes wrong. Danko is ambushed and Rostavich is sprung by American confederates. So the ice cold Russian and slobshish Yank are forced into a reluctant partnership as they track the fugitive — and Glasnost doesn't count when Danko starts crashing police department cars around the streets of Chicago!

Not the most original situation but the teaming is inspired. Arnie's strong and silent image is the perfect foil for irreverent Jim Belushi. Danko's frosty formality and haughty superiority are chalk to the cheesy Chicago cop's quick wit and disregard for authority. Their comic chemistry keeps the heat on even between the larger than life action sequences. *Red Heat* is White Hot!

There's blazing lead in another of the month's movies. You may think that Westerns are old fashioned but this one has just armed itself with a holster full of *Young Guns* (18), some of the biggest names from the brat pack.

There's Kiefer Sutherland (*Lost Boys*) as a poetic young outlaw Lou Diamond Phillips (*La Bamba*) as the half-breeding teenager taunted by his racist fellows. Charlie Sheen swaps Wall Street for the range and Casey

BIG Screen

Ring out the old — bring in the new. Fresh films for 1989 from the man who makes Barry Norman look young

— Ward R. Street.



▲ *Arise in Big Heat*: Sienna and Dermot Mulroney make up the merry band along with Emilia Estevez, as a crazy young hooligan called William H. Bonney — better known as Billy the Kid.

Together they're The Regulators, a group of orphans and runaways who work for English rancher Tuastall. When he's gunned down by a rival, LG Murphy, the law won't act because they've been bought off. But The Regulators, with the aid of lawyer Alex McSweeney, take it into their own hands to avenge their master's death.

Murphy's gang, The Ring, is tougher than the youngsters expected. Despite all their efforts to escape across the dusty plains, picking off the assassins as they go, they're

eventually tricked into an ambush and Murphy and his posse of corrupt lawmen prepare to gun them down in cold blood.

There's enough action to keep you on the edge of your saddle, but what really makes *Young Guns* is how well written, acted and directed it is. It's a western for the eighties. The Regulators are real street kids — today they'd be running with the gangs of L.A. And Murphy is the sort of corrupt horseflesh man you find in contemporary thrillers.

Despite some hilarious moments, including a sequence when Philips introduces his compatriots to the mystical traditions of the Indians and they all trip out on hallucinogenic cactus, the drama turns to

tragedy as the gang faces certain death.

Tom Cruise, another young actor guaranteed to make girls go weak at the knees, mixes up a night, royal Cocktail (PG) this month. If *Young Guns* is the dark origins of the American Dream, this tale of love and ambition among the Pima Caladans is its fulfilment in the eighties.

Cruise is Brian, straight out of college and possessed of heaps of enthusiasm and a pile of 'How To Succeed In Business' books. Bryan Brown is not Brian (Eh? — Eh!) but Doug, an older, wiser bartender whose philosophy of life is based on bitter experience ... or as this is a New York bar and not a Manchester pub, that's Bloody Mary experience.

Bryan teaches Brian how to pull the lads but his cynicism about matters sexual leads to them falling

▼ *Monkey business*



▼ *Young Guns*



ent, Brian moves to the West Indies where he works a beach bar and falls for Elisabeth Shun. Then Bryan and his new bride turn up and Brian and Elisabeth fall in love. Brian follows her in New York with Bryan and Mrs Bryan and ...

You get the picture? So full hundreds of thousands of Americans who made it a blockbuster. I can only imagine that they were Tom Cruise fans because there's not much else to attract the casual viewer, though Miss Shun is very restful on the

Manhunter.

For myself I prefer a sharper cocktail than this sweet concoction.

Something like *Gorillas in the Mist* (PG) which may sound like an exotic cocktail, its heart is actually the true tale of Dian Fossey, who travelled in Africa to take part in a research project about the survival of mountain gorillas and decided that she preferred their company to that of her fiancée and the wild country

across the border into the tribe. But her affinity for the apes threw her further from humans and with her many enemies, including the local gorilla hunters and corrupt officials who profited from their illegal trade.

Fossey's battle for the near-extinct colony eventually led to isolation from her old life and even the loss of a sympathetic boyfriend, played by Bryan Brown in leave from his bar

until a neurotic actress enters their lives and Beverly falls for her. But the course of true love never runs smooth and she discovers their ruse. Beverly descends into madness and brother Elliot stays with him as they discover that blind is thicker than water ... and more stainable turning too!

The effects which allow Irons to play opposite himself are excellent and he manages to differentiate between the twins quite brilliantly. There's no doubt he should share this year's Best Actor Oscar with himself. But as for Cronenberg getting Best Director — I thought it This film is just too uncomfortable!

If only *Manhunter* (18) was as starkly chilling in its portrayal of madness. It uses the promising premise of an FBI man called out of retirement to help track down a serial killer who only murders at the full moon. He has just four weeks to stop the next death. But his method involves getting inside the psychopath's mind, putting his family's safety and his own sanity at risk.

An interesting starting point but director Michael Mann is best known for creating Miami Vice and uses the same sort of designer settings, flash camera work and rock-punk music in a tale which would be best told in a more restrained fashion. *Manhunter* is a reasonable two hours but should have been better.

January is obviously the month for style-hair ause. *Heart of Midnight* (18) also wears its art on its sleeve. Jennifer Jason Leigh (Jamie Lee Curtis' sister) is the final young girl with a history of breakdowns who inherits a run-down nightspot in a seedy area of town and uses it to break from her oppressive mother.

Almost immediately she's moved in things start to go wrong. The rooms above the club appear to have been decorated by the Marquis de Sade and there are strange noses in the walls and ceiling. And what is the stranger (Pete Cullen)? He claims to be a cop but we know better. Unfortunately the promise of a sleazy, scary film is unfulfilled and it fizzles out at the eleventh hour.



▲ *Stormy Monday*



▲ *Cocktail - eight*
in the urban jungle
Sigourney Weaver (Aliens)
is superb as this
single minded woman,
whose courage led her to
make friends with the long-
beasted, mutating their
behaviour until they

join in the end to cost her her life. It's a warts and all portrait, not shying from the negative side of her obsession, but in the end you can only feel admiration for her determination and courage.

Obsession is the theme of David Cronenberg's new shocker but unlike *The Fly* most of the horror in *Dead Ringers* (18) is suggested rather than shown. Not that it's less gory without the gore. If anything this psychological shocker is even more chilling.

Terry Gilliam plans identical twin
gy narratologists, neither of them named Brian. Indeed one of them's called Beverly, which could help explain why he's so mixed up. They're both brilliant in their work but somewhat bizarre when it comes to relationships. Some twins share clothes — the Mantle boys share women!

They play this little game



TIGER ROAD



► **MACINES:** SPECTRUM/
 AMSTRAD CPC, C64/ST/
 AMIGA
 ► **SUPPLIER:** GIO!
 ► **PRICES:** SPEC £8.99 CASS,
 £12.99 DISK, AMS CPC/C64,
 £9.99 CASS £14.99 DISK, ST
 £19.99, AMIGA £24.99.
 ► **VERSIONS TESTED:** C64, AMS
 CPC
 ► **REVIEWER:** CIARAN
 BRENNAN.

The latest conversion of a Capcom coin-op to appear on the Goli label sets the player on a quest to free kidnapped children from the evil clutches of Ryu Ken Oh. It's not any old Joe Public that can carry out this task though – this is

▼ Swing your mace and save the baby a good whack.



0 job for Lee Wong, a beefy oriental with limited fighting moves but a very big weapon!

Lee travels from left to right along a scrolling landscape, either beating Ryu Ken Oh's brainwashed minions to death or avoiding them by leaping above their heads and scurrying along platforms. A power bar shows Lee's damage and a timer shows how long he has left to finish the current section – if either of these runs out, our hero loses one of his live lives.

The gameplay differs

slightly from version to version, but the general idea remains the same. A door at the end of each section allows access to the next, with different obstacles to be overcome at every turn. Tasks vary from felling masses of enemies to dodging barrels (Donkey Kong style) and looking on massive nasty characters in solo combat.

The trouble is that no matter what the task is, the solution is always the same: just keep jumping and sloshing and you won't go wrong. The

extra weapons don't appear to make any difference and none of the enemies is particularly hard to beat.

For all its faults, Tiger Road does have a certain charm, but the limited gameplay and sloppy bugs (such as the floating corpse) become more and more irritating. The sleeve claims that Tiger Road is 'practically four games rolled into one', it looks more like one game

◀ Get down – a nasty bite the dust!

▼ Heave ho – look out below.

stretched into four. The package includes a voucher for entry into a competition to win a trip to Silicon Valley, but even this isn't enough to revive a poor game with very limited lasting appeal.

C64

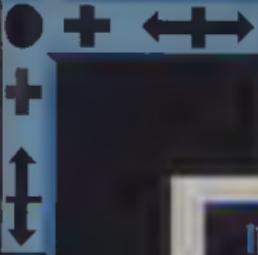
► GRAPHICS	68%
► SOUND	54%
► VALUE	60%
► PLAYABILITY	61%
► OVERALL	62%

AMS

► GRAPHICS	52%
► SOUND	48%
► VALUE	44%
► PLAYABILITY	52%
► OVERALL	49%

UPDATE ...

The 8 bit trio were available in time for Christmas and the 16 bit duo should have joined them by the time you read this.



ISS



INCREDIBLE SHRINKING SPHERE



WIN
A
TOMY
ROBOT!
FREE

PLANISPHERE
INSIDE PACK



Amiga ST screens shown



The Sangfalmadore Run, a planetoid battle training arena, has been designed to push new recruits to the limits – trying their speed, strategy and reflex responses!

However, recent unexpected seismic activity has caused faults on the planet's surface and the collapse of tectonic tiles...

Colonel-In-Chief, Matt Ridley, frustrated by his desk-bound job, took to the controls of a fightersphere to test his ability on the now unstable Sangfalmadore Run!

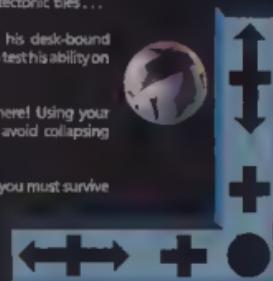
Take control of the Incredible Shrinking Sphere! Using your skill, judgement and razor sharp reactions, avoid collapsing tiles and assassin spheres.

Your task is to locate Colonel Ridley, but first you must survive the Sangfalmadore Run...



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AGM

AGM is just three issues old. In that time our column aimed at role players (both computer and board – what's the difference?), adventures, war gamers, has snowballed. This month we offer our first ever WIN A LOAD OF AGM GEAR COMPO. Enjoy.

Warhammer Townscape

Although Warhammer Townscape is specifically designed for the Warhammer series of games, it can be used for many other RPG's if required. Basically, Townscape is a hardback book that contains loads of full colour, stiff cardboard buildings, which can be assembled in seconds so that

they can be used as detailed settings by the GM.

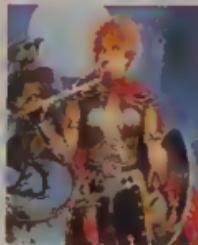
Every conceivable building is covered and GM's who need detailed town background which can be constructed will find this invaluable. Townscape sells for £9.99 and is available from GW hobby shops

▼ Pop up townscape for every occasion



News

Yearly AD & D



▲ Feb '89 — by Keith Parkinson

With the coming of the new year, C+VG readers may wish to make an impressive addition to their bedrooms and also keep track of up and coming events by buying the AD+D Fargation Realm calendar for 1989.

The artwork throughout the calendar is superb. The best of recent fantasy art. Full colour throughout, the calendar is divided up into large sections. The first contains the great artwork, while the other contains a large area where you can mark in your appointments, previously arranged FRP games and any other occasions you consider important.

Some of the world's most famous fantasy artists have contributed their work to this calendar, namely Clyde Caldwell, Jeff Easley, Larry Elmore, and Keith Parkinson. TSR have combined their efforts to bring you 14 immaculately drawn portraits reflecting life in the dangerous lands of the Forgotten Realms for only £4.95

Boatwars

Steve Jackson Games have brought all the murder and mayhem of the roads in 2038 to the water!

Boat Wars – the latest STG please – takes Car Wars off the land and into the sea. These official rules give you the complete information for movement, combat and the construction of boats and hovercraft. Also included are full colour cardboard counters for all the vehicles in the game plus a large blue water map to play on.

Boat Wars is in fact a separate supplement, and you will need the original Car Wars rules to play the game. The rulebook contains 24 easy to read pages and all the components come in the usual plastic pocket box.



▲ More pocket sized games

Grenadier Dwarves

Grenadier have just released a Dwarven Bottleset and a new brass dragon.

The Dwarven set – released under Grenadiers Fantasy Warrior line – consists of 12 highly detailed figures, depicting dwarves in various poses. Nine of them carry massive axes, while the other three carry banners or musical instruments.

The dragon on the other

hand is one large figure that is ridden by a female warrior. This model needs to be assembled, and – unlike the dwarves – it requires a small amount of modelling expertise to stick the whole thing together.

Both models are just crying out to be painted and as they sell for £5.95 each they are affordable as well.

BATTLECARS

DARK FUTURE



▲ Vroom vroom - new super cars

Dark Futures Sells-Out

Andy Jones, the events organiser of GW recently claimed that Dark Futures is moving out of FRP hobby shops so fast that GW can hardly keep up with the demand!! With the interest in the aforementioned game being so great, it comes as no surprise to find that GW have rapidly followed up the release of Futures with Bottlecars, the first official expansion kit.

It offers 16 brightly coloured plastic vehicles. Plenty of cars for both the

Renegade and Interceptors are present, as well as the obligatory motorbikes. Also included is a massive selection of weaponry and all for £9.99.

We have ten of these amazing packages to offer. For your chance to win write in and tell us which British car you would want to drive in Dark Futures - should you find yourself in the barren, speed crazed world in which the game is set. Send to C+VG Battlecars Compo, 30 32 Farringdon Lane, London, EC1R 3A.



News

Workshop Workin'

Games Workshop's first release this month is something that the roleplaying world has been waiting for a long, long time. Fantasy Miniatures is a hard bound book that covers almost every aspect of the miniature painting hobby.

Packed with 100's of full colour pictures, plus planning hints and tips the book sells for a very reasonable £5.99. Any FRP'er who is into



▲ The Miniature bible from GM.

miniature models and wants to improve their painting techniques would find this book a sound investment, even if it does nothing more than inspire you.

Dragon Flight



▲ Feast your eyes on Dragon Flight - a superb computer role playing game being coded in Germany by Thalion Software.

Many months of development have been lovingly expended on the project. We have our hands on a review copy now - and pretty good it is looking too - so read all about it in next month's AGM.

► The hit role playing board game Battletech is about to hit the computer screen courtesy of top American software house - Infocom.

Packed full of graphics animated and full colour scrolling the game lets you pilot a Mech fortress fighting machine.

Resident RPG expert Wayne gives a review of the board game on page 76

AGM

A new arrival on the adventure club scene, is Official Secrets, a club whose bi-monthly magazine, Confidential, is something different. Unlike the others, it is full A4 size, and is professionally laid out and printed, complete with banner headlines and artwork.

Since Official Secrets is an infant club, Confidential has yet to develop a clubby atmosphere. In the meantime, however, it is doing very nicely thank you, with major articles by Tony Bridge, Mike Gerrard, Steve Cooke, Pat Winstanley, and Sandra Sharkey.

Official Secrets, although predominantly for adventure players, also caters for people who play any type of 'thinking' computer game. Membership, as well as giving access to a

learn that Tony set up Telecom's Firebird label, and went on to found their top-of-the-range, to which he gave his own name - Rainbird Software. Tony's interest in adventures stems right back to his Telecom days where he was responsible for the Rainbird contract with Magnetic Scrolls.

With the backing of InterMediates, and its existing full-time staff, the set up is already in place to service the club.

"But what's this about a Scrolls' adventure for free? I hear you ask. The open secret is, that with every copy of the second issue of Confidential sent out to members, there will be a free disk containing a game written exclusively for Official Secrets. And if you're

of astonishment from the assembled crowd, followed by moans and groans at the prospect of losing their powers.

First in line is Poseidon, the Water God, who is set the task of entering Hades. In his quest, among other things, he will have to get the better of a Hydra, and will have trouble crossing a swamp. Now you'd have thought a swamp would have been a walkover (literally!) for a Water God, but the fact is, this one can't even swim.

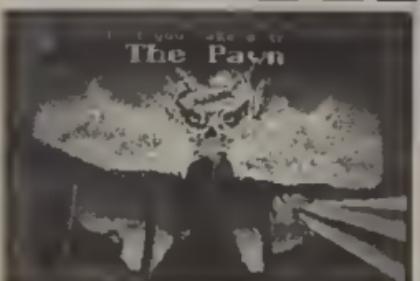
Don't expect a full-blown Scrolls' adventure. Myth is a mini-adventure, but don't be put off by that - it has other things going for it. Paul

any 'sceners' objects - pretty nearly everything described in the text will be an object in its own right, and yield a detailed description if EXAMINED. For example, each head of the hydra can be examined, and objects mentioned in these descriptions can, in turn, be examined.

As for graphics, there will be four pictures on the graphics version, and they are up to the full standard that we have come to expect from Magnetic Scrolls. However, only machines for which the graphics can be directly converted from the ST originals will have them.

Myth might be 'mini' in comparison with the size of

MYTH



▲ Magnetic scrolls - bocking official secrets

phone-in Helpline, automatically includes membership of Special Reserve, the software sales arm of the club. This offers a wide range of mail-order software.

Cubs normally require an annual subscription, and Official Secrets is no different. The immediate reaction of a prospective member of a new club, is often "will it prove reliable, and outlive the duration of the subscription?" So who is behind Official Secrets, and is it just going to be another flash in the pan?

The club is run by InterMediates, a software PR firm headed by Tony Rainbird. If that name sounds familiar, then you won't be surprised to

not an Official Secrets member, you'll be able to buy it through Special Review for £3!

It's called Myth and is set in the year zero BC. The Greek Gods are having a hard time of it. The trend is for Roman Gods these days, and apathy and degeneration has set in among Zeus' crowd. Zeus decides it's time they made a comeback, and sets about organising something that will make people sit up and think.

Calling all the Gods together, he announces that he is herewith withdrawing their godly staves, and will only restore it upon each individual who is successful in a mission he will set them. There is a gasp



▲ Myth is a God-like game

Findley, its author, went out and bought £50 worth of books on Greek mythology, a subject in which he already had a great interest, before starting out on the game - so it's well researched. In terms of size, it will have about 20 to 25 locations.

"Originally Myth was to be about the size of the Fish minis," explained Paul. "But once I started on it, it just seemed to grow. It was supposed to take me about a month, but so far I have been on it for two..."

Small is beautiful is the motto for Myth. "There is so much space to play around with permitting stacks of text. Another use to which the spare memory is put, is in the subjects. There will be hardly

today's adventures, but it's a viable, highly playable, and entertaining adventure in its own right. If it takes off, Paul plans to turn them into a series - continuing with quests for each of the other assembled gods on Mount Olympus.

FAX BOX

OFFICIAL SECRETS

UK Membership: £19.95pa
EEC Membership: £24.95pa
For full details, or to for Membership form to join:
write to, Official Secrets, PO Box 847, Hatton, CM21 9PH
or: Phone: 0279-600204.

SPECIAL RESERVE

Membership automatic with membership to Official Secrets. Special Reserve [mail order software]
UK Membership: £4.00.
EEC Membership: £5.00

AGM

AGM

► GAME: BATTLETECH,
► SUPPLIED BY: GAMES OF
LIVERPOOL.
► CREATED BY: FASA.
► PRICE: £16.95.
► COMPLEXITY: FAIRLY
EXPERIENCED UPWARDS.
► REVIEWER: WAYNE

Battletech is fast becoming one of the most popular board games in existence. Infocom will shortly release the computer version. But

divided into hexes – six version sided geometrical shapes – which represent various forms of terrain which include hills, lakes, deserts and scrubland but a few. Your mode of travel is flying, jumping, walking etc determines how far you can travel, and certain hexes restrict your

BATTLETECH

why is it so popular? And what is it all about?

Battletech is a game where each player takes control of a Battletech – which is a giant robot bristling with various offensive and defensive weaponry. And you find yourself involved in a large scale war, that takes place in the 31st century. The Mec's – as they are officially known – start off in this game as pretty standard models. Basically they have a human like shell, with two arms, two legs and a head where the pilot sits.

The Mec's have various fancy names like Wolverine, Rileman and Warhammer and each one is different. They can range from between 21 to 45 feet in height and 10 to 100 tons in weight, and can carry more firepower than a 20th century tank battalion!

In the introductory game, you are given standard Mec's so you can get to know how they fight, what you are capable of doing and how the Mec's suffer damage. However, once you are more familiar with the game you can create your own Mec's according to your own design.

When you open box, you find a two piece, full colour, interlocking playing surface, which is

movement accordingly.

The rulebook is an easy to read 40 page affair, which comes complete with Mec record sheets and a history of the Battletech universe. The whole Battletech system is based around "Heat Sinks" which each Mec has around their skeletal frame. They are protected by armour which can absorb differing amounts of damage depending on the weapon used against them.

When Mec's perform an action such as firing a weapon or moving rapidly, it builds up an amount of heat that MUST be dissipated, or it accumulates and causes an overload. The heat is passed through a Mec's heat sinks by expelling the heat into the atmosphere.

Once a Mec's armour has been destroyed, if it suffers anymore damage in that location it effects the heat sinks directly. This causes the Mec's vast amounts of problems. Your movement and firing abilities are handicapped, then your amma stands a very good chance of exploding and if you really are unlucky your Mec can totally seize up, leaving you trapped in an immobile metal shell which is just the thing every enemy Mec pilot loves for a spot of target practice.

BATTLETECH
A GAME OF ARMORED COMBAT



▲ Battletech – the world's favourite Role playing game?

However, another way to lose heat points – which is not as efficient as using heat sinks – is to steer your Mec into a stream, or even better a lake.

The combat system is simplicity itself, and all you need throughout the game is two six-sided dice, which are included. Once you have had a couple of battles, using the basic rules you will find that they will become a bit limiting. Na need to worry on this front however, as not only does the game contain expert and advanced rules, but there is a phenomenal amount of supporting material available separately, which will not only expand the game, but allow it in many different areas.

What about when you run out of rockets, machine gun bullets and lasers to fire at the opposition? No problem. Just march up to the enemy Mec and punch him in the head! The reason you can do this is that full rules are included for Mec versus Mec hand-to-hand combat, including kicking, punching and jumping to attack.

A nice touch is that you can select the rules that you feel will benefit the game and drop the rules that you find unimportant. This way you can mould the game to suit your

needs and play as you see fit. Battletech can be played in quite a few ways, from the simple one-on-one game to the complex combat of mass Mec mayhem.

A small selection of Battletech expansion kits available. City Techs depict Mec's battling it out in new terrain, and supplies new Mech tanks, Infantry rules and armoured vehicles. Aerotech, which is based around the study and implementation of combat by aerospace fighters and dropships plus Battletech reinforcements which is a box full of new Mecs.

Battletech has the potential to last you a long time without getting boring in the least. It is the foundation stone of a whole FRP system which can be built upon continually, and the size of the game that you play depends entirely on you – and your financial resources.

► VALUE	70%
► PLAYABILITY	70%
► COMPLEXITY	60%
► BASIC	60%
► ADVANCED	65%
► OVERALL	85%

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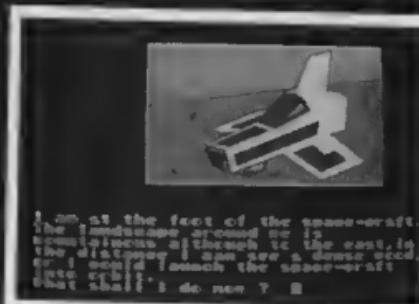
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Setting New Standards
IN COMPUTER SOFTWARE

AGM



MIDNIGHT WARRIOR

► MACHINE: ATARI ST - £4.95
BY MAIL ORDER ONLY FROM
WILSHER SOFTWARE, 120
GELLICAER STREET, CATHAYS,
CARDIFF CF2 4LB.
► REVIEWER: KEITH CAMPBELL

Here is the first home home grown Atari ST adventure to land on my desk! The STAC has commenced output!

Midnight Warrior is a science fiction adventure. Set in the late 23rd century, the space battle of Midnight has raged between humans and Martians for a hundred years. A warrior, whilst circling a neutral zone in your space ship, you suddenly enter a lime trap and get transported to a far off and uncharted galaxy, with no way to get back. You discover it has six planets, and hear that a powerful magician has been wrongly imprisoned on one of them. Now if you could just rescue him, maybe he could use his wizardly powers to get you back to earth.

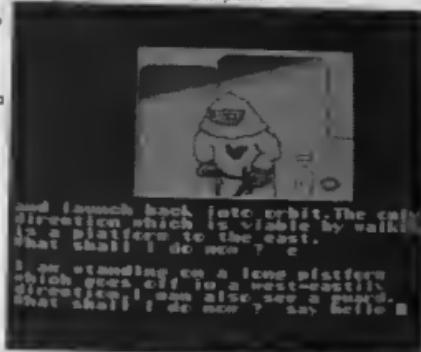
So there you are with your spacecraft, and a choice of six planets to visit. Among them are Meacron, the 'Third World' planet, so called because the hunger and poverty of its inhabitants, and Virus, the Underworld planet,

Inhabited by barbarians. The order in which you choose to visit the planets is entirely up to you, but of course, there may be things on one planet that are required to tackle problems on another. Not a difficult adventure, there's some fairly ordinary problems requiring objects gathered elsewhere. But would a starving beggar preventing you from entering a cave really refuse a hearty meal from the spit-roasted pig you offer him – just because he

▼ Damaged rule of a 'Third World' planet

and I must back into orbit. The only direction which is visible by walking is a platform to the east. What shall I do now? □

I am standing on a long platform which goes off to the west-east direction. I can also see a guard. What shall I do now? say before □



Home Adve

► MACHINE: SPECTRUM 48K - £2.50 (INC P&P), FROM COMPASS SOFTWARE, 111 MILL ROAD, COBHAM, GREAT YARMOUTH NR21 0BB.

► REVIEWER: KEITH CAMPBELL

Demon From the Darkside is perhaps the best known of Jonathan Lemmon's offerings from Compass Software. It was followed by *The Golden Mask*, and now *The Devil's Hand* completes the trilogy.

You play the part of Morrock, tracking down Drakon to destroy his soul before he can destroy the great Wizard Zorron.

By a seal wall, beyond which you can see a small island, a Troll has scented you, and is heading your way. Flight is called for, but very soon the Troll catches up with you, and before you know it you are hurtling through the air! Making the most of the distance that now separates you, you find a convenient ball hole, and meet up with Gruff, a friendly dwarf and sworn enemy of the dreaded troll. So, accompanied by Gruff, you head to the island in pursuit of your quest.

There are about 30 graphics, each occupying a narrow strip at the top of the screen, allowing plenty of room for the text underneath, without too much use of 'any-key to continue'. The pictures are detailed and colourful, and the look of the screen is enhanced by careful use of colour in the text, together with ornamental icons to show exits and to illustrate objects in the Inventory list. A further nice touch is the use of a

Home Grown Adventures DEMON FROM THE DARKSIDE



▲ **From Zone - Review on page 82**
feature from the title been, a hand casting a shadow of a devil, as a place to descriptions the text is immaculately set, and makes the way of interacting with trees, flowers, rocks and a magically revolting experience. Home Grown and Quilled adventure might be, it plays a lot better than any tape adventures in a higher price range. Composse Software, despite offering its ventures by mail order only, has always produced

games of a quality equal to the best commercial products. Jonathan Lemmon has come up with another very playable and beautifully presented adventure In The Devil's Hand. There are not many new cassette adventures around these days - so if you own a Spectrum send off for this one, you will not be disappointed! At £2.50 it's a snip!

- VOCABULARY 71%
- ATMOSPHERE 80%
- PERSONAL 81%
- VALUE 90%



▲ "Mystery thriller with lots of detail"

DEVIL'S HAND

► MACHINE: SPECTRUM 128K
£4.50. AVAILABLE FROM:
MARLIN GAMES, 19 SPAR
CLOSE, NALSEA, BRISTOL
BS19 1QQ.

Sitting at your junior reporter's desk in the local newspaper office, you are fed up with the constant round of WI meetings, gay vicars, Scout group news, and jumble sales. You yearn to get on to a big story. Opening the envelope in front of you, you discover a letter from Rose Myrtle, of Myrtle Cottage in nearby Puddicombe. Seems there's been rumours of a strange black beast up on the moors. Yesterday, one of Farmer Lamb's sheep was found mauled, and not by a fox nor a dog, nor Gary Williams either.

This could be your big chance, as the senior reporter is away. Sure enough, your editor tells you to get out after the story, generously thrusting £5 (How much? - Eugene) perky cash in your hand. Soon you are off to Puddicombe, where the mysterious sightings have been made, and the investigation begins.

This is a text only adventure, and being a 128K game, there's plenty of it. The events and

conversations are described in detail, and the location text is often amusing. "Outside your office the traffic speeds past a crawl, and your lungs fill with fresh carbon monoxide fumes..." Whilst the main challenge of the game is in getting to the bottom of the mystery, even at the outset you have to be methodical in thought and action, in order to be able to reach the scene of the action.

If you like a good old fashioned mystery-thriller with plenty of detail, this biggish adventure by Linda Wright should be just up your street.

- VOCABULARY 73%
- ATMOSPHERE 80%
- PERSONAL 82%
- VALUE 85%

▼ *Home grown quality*



AGM

AGM

Well believe it or not the good old PBM column is two years old today! Before I get on with the news and gossip I would just like to thank all the people who have written in over the past two years supporting the column and generally seeking PBM advice. However, this doesn't mean that you can stop! No, the C+VG PBM column is now the longest running PBM column in the whole of the computer press and I need your support to keep it in pole position. So don't delay... write today...

I regret that I must start my birthday rant with grave news. The Hunting, one of - if not the best-hand moderated PBM around has gone part time. Dave Cooksey - the GM and brains behind the whole game - has managed to con someone into employing him, so he can no longer keep up with the pressure of his PBM work.

He is currently in the process of working out how many players he can cope with, which will ultimately lead to a large reduction in the players participating in the game. A very sad day for PBM as I still receive enquiries about The Hunting.

Dave Cooksey confirmed to me that: "The game will grind to a temporary halt in the new year, while I do some calculations. Hopefully this will be just a short break until I get the The Hunting mark II off the ground. I will keep all the present players up to date and informed as to what has happened to their characters and if they have any refunds to come back."

So where does this leave all the players and potential players who want to play a hand moderated sci-fi game? Well, I have arranged for a playtest of a game called *The Survival Of The Fittest* to be carried out by PBM Player of the year Alan Crump, who is a very experienced player and one James Chan, who is a complete novice.

Survival Of The Fittest is run by Alien Games, and it appears to be so very similar to the "Hunting", I'm surprised Dave didn't take legal action. The game is set in the 24th century when humankind has

been nearly wiped off the face of the earth by a plague called The Red Death.

In fact only a quarter of the world survived by leaving the Earth in a massive space ship. Controlled by organic computers, the spaceship eventually found a planet called Erinyes, which the humans could live on.

A large city was built, which was protected by a giant surrounding wall, and a strange society was born. The richest people in the city - The Class A's, lived in the centre of the city, in total luxury, while other populace - The B's to E's lived around the fingers in a hellish lifestyle.

After 3 years the police all but lost control in the outer sections of the city. Crime was almost unstoppable and it was obvious that it would only be a matter of time before the system of Law and order would break down completely.

As a solution the police introduced the bounty hunter, who buy bringing in known and wanted criminals could earn money, so that they could work up to the much sought after Class A status. I like the Hunting you can play a character who is either a bounty hunter or a criminal, depending on your wishes.

The bounty hunter has to make quick intuitive judgements as your life is always on the line. One moment's lapse in concentration, one single lack of judgement or one small mistake is all it takes to die. Or worse still, lose your bounty hunters licence!!

Criminals on the other hand start with only 6,000 credits to spend on the black market and

buy equipment. Your aim is to build up a gang, plus notoriety, so that you can retire to the cowers, which have been cleaned out and replaced by luxury flats and are Bounty Hunter proof. Well, almost!

You get 285 points to allocate to your characters eight attributes, and depending on how you spend them, you may be allowed to develop a special skill.

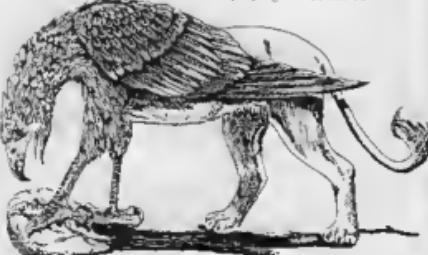
The rulebook is a readable - if tatty affair, A4 in size and 24 pages long. You get a great deal of information relating to weaponry, but overall the flavour of the game is put over quite well.

Both C+VG playtesters have given this game glowing reviews. James states that "What this game has is the dedication of the GM's (there are two of them). It is clear

which is £1.00 off the original asking price of £4.50. Mention C+VG when writing and you will also get a couple of free turns. Further turns are a reasonable £1.00 each!"

I know that C+VG readers like to play unusual PBM games, so how about giving this one a try. "Slam Dunk" is the only PBM version of basketball that I know of in existence. The small and newly formed MSB games are offering free info on this game to all C+VG readers for the price of a large SS&E. The address to write to is: Mitch Pomfret, 2 Bude Close, Bramhall, Stockport, Cheshire SK7 2QP.

Finally Alan Crump gets into the limeight once again, by involving yours truly in a game called Outlaw. As the title suggests the game is set in the USA in the late 19th century. You have the option of playing one of the 10



▲ *Survival of the fittest - will you?*

from the start that they both put 24 hours a day, seven days a week into the game. It is well above the average mark as the turns are long, full of detail and always entertaining."

Alan "Mr PBM" Crump echoes James's comments: "I was so impressed with the work and the enthusiasm of the GM that I felt guilty playing for nothing. In fact I felt so guilty that I have even started paying!! The turns are processed on a regular basis and are top class. The GM's provide plenty of original scenario's, which are as interesting as they are dangerous. In fact my character has just woken up in hospital, with a broken arm and several fractured ribs. That will teach me to mess with a shape changer!!

If you are interested in joining "Survival of the fittest" contact Simon Marriott, 12 Clewer Avenue, Windsor, Berkshire SL4 3QB with a cheque/PO for £3.50,

different character classes, which range from buffalo hunter, to apache. As soon as your character is created you are equipped from an extensive list of accessories and must then venture out into the rough, tough world of the wild west!"

Start up for the game is £5.00, which includes rulebook, set up, character information sheet, town information and rumour sheet plus a free turn. Further turns are £2.00 each and all cheques and postal orders should be made payable to Warren Saul, c/o 9 Windon Rd, Highworth, Swindon, Wilts SN6 7SL.

That's all for this month, see you next month with some details of some semi-professional games that are well worth a look.

Finally if any readers have tried the phone-in game "Fist" - write in and tell us about it - good, bad, np-of!, or what?

AGM

► FREEDOM: REBELS IN THE DARKNESS
► PRODUCED BY COKTEL VISIONS
► PROGRAMMED BY INFERENCE MDO
► MACHINES: AMIGA AND ST
► VERSIONS TESTED: AMIGA AND ST
► PRICE: £19.95.

I must admit that at the time Freedom arrived on my desk, I was fed up! I had played sword-wielding macho white male barbarians in almost every role playing game that had been booted up on my computer, and to be honest I was getting sick and tired of them.

atmospheric. It captures the feel of the plantation with the booming bass and rhythmic beat of a multitude of drums. Of course the Amiga has the better sound, but the music that comes out of the ST is still very listenable.

After a few introductory panels appear, giving you the background behind the game you begin play. You have the option of playing the game in three modes, Defiant, Rebellious and Fanatical. Each level is progressively difficult.

Next, you get to choose one of four characters – two of them men and two women –



FREEDOM

But after reading the introductory blurb on the Freedom cover, I felt my Role Playing binds tingling once again. The reason? Well, in Freedom you play the part of a Black slave working on a tropical plantation in the 18th century. After years of being used and abused by the tyrannical plantation owner and his staff, you decide that enough is enough: Rebellion is the only option left!

You will soon find this is no easy task as you have to achieve the co-operation and the support of your downtrodden brothers, as well as the backing of important members of your community such as Witch Doctors and Shamans. Furthermore, the plantation owners have superior resources including troops, who can quell a rebellion instantly – and time is also against you.

When booting up, you are in for a pleasant surprise, regardless of what computer you own. The music on both the Amiga and ST copies is

all of which have different ability ratings. The ratings consist of Charisma, Constitution, Lockpicking, Climbing and Setting Fires. All these ratings – except Charisma and Constitution – help you perform various self explanatory actions. Charisma tells you how much influence you have over inciting your workmates to rebel, while your

▼ Beat 'em up confrontation with the owners men

Constitution score informs you how healthy you are.

Now comes the "composition of the plantation", which tells you who your friends are and who are your enemies. During the game you can recruit – if your charisma is high enough – the Witch Doctor and the Medicine Man, both of which come in handy. Not only do





▲ The dogs pursue your poor slave
they neutralise their opposing forces – the monk and the supervisor – but they can also heal any wounds that you sustain or avert attacks by the plantation owners' dogs.

When this is over, you get a map of the plantation itself. You have three options here, the first is to have a more detailed view of your surroundings, the second is to make a pathway through the plantation, checking out who

▼ Map of the plantation



▲ Garish colours make text difficult to read

lives where – both friendly and hostile – and the third option is to review your position, which is basically checking your score.

There is also a fourth option called Advice, but this cannot be actioned until you have managed to obtain the confidence of the Witch-Doctor or Medicine-Man.

It is when you go for a more detailed view of the surroundings that you get to take part in the so called role playing. To be honest, the role playing element in this game is negligible, as all you do is

approach various field and craft workers homes and try rally them to your side. You don't actually get to speak to them, and all the slaves answers are either in the form of "Yes, I'll join you" or "No, I don't want to be killed."

As for meeting with the enemy, they basically tell you to stop the rebellion now, and you have the opportunity of leaving or confronting them. If you confront them you enter into either hand to hand or cutlass combat. You can use either the mouse, keyboard or joystick to fight your opponent in this Moebius-style arcade combat, and if you win you have the opportunity of killing them or keeping them prisoner. Both options have advantages, but I found killing the less respected members and holding the more valued members captive worked best.

Most of the time you are trying to avoid the dreaded dogs that are set loose to track you down. They do two annoying things: alert the plantation boss that you are on the loose and attack you. The latter option is the most dangerous, as the dogs attack you in another arcade sequence that is quite hard to master.

If you end up in a sugar or vegetable field you have the option of setting it alight or leaving. Dependent on the time, your following and awareness of the enemy, this can be a good or bad thing. If you burn too many fields too

quickly the troops will be called in and the game will finish immediately. However, if you don't do anything, you won't be able to recruit more followers.

After playing Freedom for several lengthy sessions, I was disappointed. The role playing content is minimal to say the least, the figure that represent your character is minuscule and there is much to much instant death for my liking.

Added to this, some of the colours used are so vivid that when it comes to reading various parts of the text, they become unreadable. For example, could you read pink and green text on a yellow background??

I tried to like this game, as the concept, music and storyline were all good, however the graphics, Role Playing element and actual game design are sadly lacking, so, with some regret, I reached over to my role playing pile for another game. And what a surprise, it's another sword-wielding macho white male barbarian game. Oh well!

ST

► ROLE PLAYING	40%
► SOUND	80%
► GRAPHICS	60%
► PLAYABILITY	50%
► COMPLEXITY	62%
► DESIGN	51%
► OVERALL	52%
AMIGA	
► ROLE PLAYING	40%
► SOUND	85%
► GRAPHICS	82%
► PLAYABILITY	52%
► COMPLEXITY	62%
► DESIGN	51%
► OVERALL	54%
UPDATE . . .	

Freedom is available now for ST, Amiga and PC. No 8-bit versions are planned.

Cocktel Vision's move into computer role playing games is typical of a number of French software companies. Role playing games are really starting to shift there and throughout the rest of Europe. Expect to see lots more games throughout the year. AGM will keep you posted.



FREE FREEBIE GAME

Silverbird are so confident of the quality of their budget games for '89 that they have decided to prove to C + VG readers just how good they can be.

Brainstorm is an exclusive tree sample. An arcade strategy game that will tax your gaming skills and brain power to the limits. We also publish here the original packaging for you to cut out and keep. Happy new year readers. A free game to you from C + VG and Silverbird.

C + VG has a hand held Mastermind computer to give away to the best strategy guide to Brainstorm to reach this office by Feb 16th. Send your entry to C + VG Brainstorm Compo, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Name.....

Address.....



DIY CUT-OUT INSTRUCTIONS

BRAINSTORM

The Game

By: Paul

Illustrated by: Paul

Published by: Paul

Price:

£10.00

Age:

10+

Contents:

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Helpline

Giving adventure clues has its hazards, for whilst a clue may be perfectly sound in itself, it may give the appearance of being about as useful as a bunch of bananas when under attack by an assailant with a pointed stick!

A case in point seems to have been my recent clue on how to get out of the basement kitchen in Rigel's Revenge. Mik Brookes wrote from Tipton, saying that no matter what he typed in along the lines of the clue (which is repeated in this month's clues section) he still got the reply: "Harper could still not squeeze through the bars" at the end of it all. What I had omitted to mention in the clue, was that before Harper goes east and down to enter the basement, he must drop everything he is carrying, including whatever he is wearing, except this nightsights. Then he will be able to escape through the barred window, providing he is only carrying and not wearing the medikit which he finds inside.

Darren Sellwood reckons that any doubts Magnetic Scrolls might have about their regular fans not liking Corruption, can be forgotten - it even beats his previous favourite, Guild Of Thieves. But Darren, like everyone else, is not without problems! He can't find the secret room, he keeps getting shot by the fraud squad officer in

the Police Station, the tramp seems intent on knifing him, his car keeps blowing up, and he is lost for words when dining with his wife (is it the price of what she orders, or can't you get a word in edgeways, Darren?) Other than that, Darren is getting along fine!

A band of six adventurers, all members of the Knokke Computer Club based in Knokke-Heist, are desperately trying to complete Guild Of Thieves. They would like to correspond with anyone who can help. So if you think you can, and would like to forge a link with this Belgian computer club, then write to Peter Wulleman, Tulpenlaan 4, 8300 Knokke-Heist, Belgium.

Have you been having any problems with adventures from Alternative Software? Paul Hardy, a C-64 owner from Sheffield has. He's had two copies of Cricket Crazy (part 1 wouldn't load on either), two Colour Of Magic (neither will save or ramsave), one Football Frenzy (side 2 will not load) and one Wiz Biz (side 4 will not load). What's going on Alternative?

M. Amin of Cardiff wants to sell his C-64 and buy an Amiga! But he won't part with it until he's completed two adventures which are currently bauling him - a task with which I was unable to help him. He's

sitting in an empty room in the Dark Fortress in Wallman, not knowing what on earth to do, and he's searching for wood In Frankenstein

Missing the blindingly obvious is what Richard Cooke of Guiseley, Leeds, is sure he is doing! Having

Hampslead, Urban Upstart, Castle Of Terror, and The Pawn. Adventure costs £3.20 per issue, but is available to any C+VG reader on subscription, at £24.00 for 12 issues. The offer closes on 16 February, and anyone subscribing should mention C+VG.

And Gordon is offering C+VG readers the chance of a free copy! Send a large SAE, and the first 25 he draws out of a hat on the 1st Feb (whether ordering a subscription or not) will receive a free copy of Avenueo. Those who are unlucky, will instead get a free solution to the Pawn. The address is Gordon Kirkham, 23 Hope Street, Ashton-Under-Lyne, Tameside, OL6 9SN

Clues

ADVENTURE CLUES

SEABASE DELTA:
Fire the speargun to kill the pen!

THE HELM:
Pick the castle lock with the needle.

HULK:
Press the button and bite yourself before venturing outside!

EUREKA (Wartime Germany):
Make the secretary in the bunker faint with a cockroach.

QUEST FOR THE GOLDEN EGGCUP:
To pass the treasure room guard, free the bird.

CORRUPTION:
Use your card to get into Bill's office, and break open the drawer with the screwdriver.

RIGEL'S REVENGE:
To escape the basement - unbridged version!

Wear only nightights and drop everything before going east and down to the basement. Get and wear the medikit, and climb on the sink. Pull bar, pull bar hard, then press the green button followed by the red button (on the medikit). Bend bar up, remove medikit, and OUT will take you back to where you dropped your possessions

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Your dreams have been troubled of late, and you have not been getting a lot of sleep. The rest of the family have been troubled too, being woken by your screams, and by your restless pacing around the house at night. So you go along to see a shrink, Professor Faust, who ticks probes all over you, and feeds you a dose of medicine. He tells you to go home and sleep, and the beast that lurks within your mind will be exorcised.

As soon as you nod off you find yourself on a path suspended in space, winding through stars and planets from your bedroom door at one end, to a locked gate at the other. Beyond the gate lies a strange city, where bureaucracy rules supreme. The first thing to strike you is the imposing Department Of Information building, whose sole purpose seems to be to authorise access to the Rigor Mortis Bar.

Despite it's welcoming slogan - 'Come in and get stiff' - there's no way past Bonzo the bouncer unless you have an ID card. As luck would have it, a dodgy character lurking in a dark alley, has a jacket lined with ID cards. "Wanna buy one?" he asks. Of course you do, but there is

one slight snag - you need form 69b - £2c from the DOI before he can sell you one.

The clerk on the duty at the DOI reception helpfully informs you that these forms are available in room N3-D. Once you get the hang of operating the lifts, and finding your way around the 120-room

building, it is with relief that you enter N3L-D. Your hopes are short lived - you are referred to officer S3R-D in room N4R-E, only to be told he's not there, and to ask in room N2L-D. Here, you are informed that he's in room S3-D, and so on and so on.

Just as you think you are winning, these pig-faced office bureaucrats become unco-operative, to the point that you are forced to shoo one in order to get hold of one of the essential forms. His dying words tell you urgently that you MUST get forms 22/131 from S4L-B and take it to room S2R-A for a receipt or you'll never get out of the building.

Returning back up the turn trail is far more confusing than the outward journey, and despite keeping the same

▼ Dream Zone - or Bumbo Zone?



DREAM ZONE

and forms, I feel compelled to carefully retrace my steps.

And at long last, I found myself inside the Rigor Mortis Bar, where a very shapely barmaid with spiky hair is hammed with spit-up on jeans was offering free drinks.

After supping some fill-trad leads to an amusement park complete with big top, freak show, and shipwreck ride, whilst another main route takes the dreamer to an underground cave, and ornate palaces.

Not all the problems in Dream Zone are easily solved and some are not easily solved either. Some drift referring to the map provided which contains clue-like suggestions on what to do in many locations, and despite opening the sealed 'thank you wimp' envelope, I was unable to reach one whole area of the city.

Dream Zone is a graphic adventure, with nicely fitting music, where much ends with the commands. Whilst all commands can be entered in from the keyboard, many alternatively be issued by the mouse and icons. All movement is available from icon. However, the keyboard must be used in conjunction with command, as it is needed to find objects in the picture, a situation which it always creates.

Not all locations are shown in the map, and one feature noticeably missing from this game play is a map which does each location.

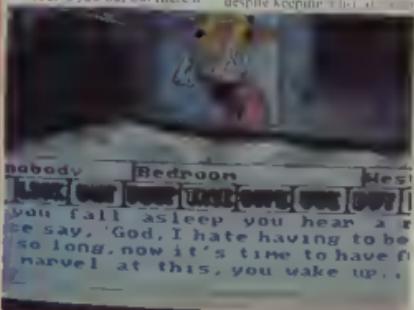
SAVE, LOAD, QUIT
NEW GAME, and a timer.

Time to start again, and I did. But I had to remember the code required for the game, and I still didn't know what to do. This caused me to stare stock-still, staring.

The graphics are from another era, but I must be plain and simple, they're not that good. Still, it's nice to look at them. The game is largely black and white photo. Particulars in the foliage in the jungle and boy's collar are lost in the somewhat grainy photographic detail. However, most of the dream zone, the many photos of men seen in various stages of undress and full suit colour. There is a colour print of a boy's face in the third floor window. The print is quite attractive, so I'm sure, and I feel an occasional grin.

Every now and then, just when adventures seem to be settled down into a bit of a rut, along comes something completely new and off-beat, like a bunch of teenagers in Dream Zone written by American teenagers. Andy Capon and Jason Rubin, is one of those games, and there have been reviews like yours. Last Tally, Anthony and Gareth, it will have you tripped up in funnier could-be-for-funning time. Mine, though, it'll kill.

► VOCABULARY 80%
► ATMOSPHERE 81%
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▲ Can you cut it in the Rigor Mortis bar?

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Laser Squad Laser Squad Laser Squad Laser Squad

MAIL BAG

growing daily.

Please, I'm fed up with entering my newsagents and seeing specialist magazines for every other machine (even the prehistoric Spectrum). You've managed to produce a superb mag for the 16-bit owners with *The One* - so let's have one for the consoles.

Damon Shaw,
Burnham-on-Crouch, Essex

EDITOR'S REPLY: The Mean Machine's section is expanding... but watch out for something rather special coming to you in the not-too-distant future. I won't say any more, other than all you console owners will love it!!

Dear C+VG

• I've noticed a remarkable resemblance between Eugene

Lacey and darts player Jockey Wilson. Could you print pictures of the two so other readers can see the similarity.

Hamish Patel, Liverpool.

EDITOR'S REPLY: Do I really have to? Oh, all right then - and he's not my brother - he's just heavy.

Dear C+VG

• Just what the hell is all the fuss about this ugly looking shoe box called the Nintendo? Sega I can take, that's cool, 8bit the Nintendo I wouldn't take if they were given away. I own an ST, and whilst striding through Boots I saw a Nintendo displaying Mike Tyson's Pinch-Out! and Top Gun (to name but a few). So being a sort of a lad, I had a go. I wish to God I hadn't. It diminished what little respect I originally

had for it. The games make 8-bit look, feel and sound like the movies.

If that's Nintendo, keep it for the Japs and Yanks. Nintendos are about as exciting as watching paint dry, and about as much use as a chocolate kettle.

How the hell the British users can like it is anyone's guess. Maybe the few who possess one are the victims of cruel parents. Do yourselves a favour and give it to a good home - your coal fire, and look at ST games for class.

Kenneth Jackson, Edinburgh

EDITOR'S REPLY: What a blinkered, bigotted, narrow-minded nit you are. Anyone with half a brain realises that the Nintendo is an excellent games machine, and titles like *Super Mario Bros* still put the majority of 16-bit games to shame. And some of the new stuff being released in Japan and America are absolutely superb - *Vulcan Venture* and *Star Force* both outclass all ST shoot 'em ups! Now, I'm not saying the Nintendo is better than the ST, but some of the games are certainly superior to anything currently available. So wise up and open your eyes.

Dear C+VG

• On the ad for next month's C+VG you said these's a free tape. Okay, I hear you cry 'Ah, but I can safely bet that there won't be an Amstrad program on the tape.' I'm getting very close to cancelling my C+VG and ordering an Amstrad publication. So please print a bit more Amstrad in the mag.

Jos Waters, Co. Durham

EDITOR'S REPLY: Oh dear. I think you've just lost your sale bel. There's an Amstrad game dangling from this very cover...



Is that Jockey Wilson?



Or is it Eugene Lacey?



MAIL BAG

The New Year has kicked off with a veritable goodie-bag of letters, full of the usual moans, groans, compliments and complaints. If you have more of the same, and don't feel scared to write in, send your letter to: Mailbag, C+VG, Priory Court, 30-32 Faringdon Lane, London EC1R 3AU. And if you need any more persuading, there's a stonking good C+VG T-shirt on offer to the sender of the most interesting and original letter of the month.

Dear C+VG

• Your mag would probably be the best around, except for the following points: 1 Julian Rignall should get his facts right in the Muncher review, he said, "The Spectrum had slightly better sprites than the C64." As anyone who knows anything about computers would know, the Speccy has NO sprites! Only UDG's 1, 2 JR against This time in the Play Masters section, he wrote that John Maguire found the cheat in Revenge of Doh! (typing CHEETAH in the highscore table). Several months ago that was printed in COMMODORE USER. Also the Bionic commando bug was printed in Zzap164 several months ago. 3. Not a dig at JR this time! This magazine is supposed to be a computer mag, not a film mag OR a games console mag! They are not computers, by any stretch of the imagination. 4. In the last-ish*, why were some C64 ratings missed out.

John-Lee Langford, Dudley, W Midlands.

EDITOR'S REPLY: First of all, haven't you heard of sprite emulation? Obviously not. Secondly, you might have seen them in other mags, but the majority of our readers won't have. And you'll often see the same lips appear in other mags after they've been printed in C+VG – readers send lips unaware that they've already been seen! Third, the title is Computers and Video games – not Computer Games. We cover all aspects of computers and video gaming, as well as anything we think you readers find interesting. As it happens, the Big Screen section is very popular – if you don't like it, don't read it. It's only two pages.

• Well done C+VG, well done for taking absolutely no notice of your readers. I refer to your and highly praised (by you) section AGM. When I look back at the old letters I see hundreds of letters saying "please make the PBM section bigger", "please increase the size of the FRP section" and lastly "a few more adventure reviews wouldn't go a miss", so good old C+VG what do they do, yes, they make a completely new section called AGM, that means that they squash all of the above into 7 pages. Whereas usually we would get at least 8-9 pages worth, not only that but the titles take up about ½ the page. The PBM page has disappeared, please

this as I am on the verge of sticking the whole computer and game up somewhere *!*"

Daniel Todd, Peterborough

EDITOR'S REPLY: Flip me! There's no pleasing some people. You say you'd normally get eight or nine pages worth of adventure, FRP and PBM, and now it's squashed into seven pages. Rubbish! AGM is much larger than all the previous sections combined – this month we have 14 pages devoted to your favourite subjects, and it looks as though it could be getting even bigger in the future. So stop complaining.

Dear C+VG

As I read your magazine I feel more and more frustrated at the Mean Machines section only covers six or seven pages. I understand you can't get rid of all your other items just for console owners, so let me suggest something else. Get your heads together at EMAP and come up with a separate magazine for Sega, Nintendo and PC Engine owners.

I realise that console games are difficult to come by for review, but the magazine need not be all games reviews. Highscores, tips, letters, features, round-ups on other computers and interesting subjects could all be included.

Come on – it makes sense. 100,000 consoles are owned in Britain, and the number is



Golden JOYSTICK AWARDS 88

It's that Golden Joystick time of year again. Voting is now open for Europe's most prestigious computer game awards. Golden Joysticks is entering its sixth proud year. In the time we have been running the awards each year has seen a large growth in the number of votes cast by you - the C+VG readers. It's the reader poll that makes our awards the special ones. No arbitrary panels, no reviewers sticking their noses in. The games that win our prizes are the ones you vote for. Plain and simple.

This year we are expanding the awards by inviting our sister magazines in the Emap group (our publishers) to extend the voting to their readers. Voting forms will also be appearing in Sinclair User, Commodore User and The One.

The game categories are as follows: Software House of

the Year, Game of the Year, Adventure of the Year, Arcade Game of the Year, Strategy Game of the Year, Role Playing Game of the Year, Programmer of the Year, Best Original Game, Best Cain-ap Conversion, Best Graphics (16 bit), Best Graphics (8 bit), Best Soundtrack (16 bit), Best Soundtrack (8 bit), Best Simulation

In addition there are four machine specific awards sponsored by individual magazines. These are the C+VG Console Game of the Year, the Commodore User Amiga Game of the Year, the Sinclair User Spectrum Game of the Year, and The One Atari ST Game of the Year.

Get your votes in now. We have ten C+VG 'Stonking Good Read' T Shirts to give away to ten lucky voters who are drawn out of our mail bag. Vote now.

Best Cain-ap Conversion.....
Runner-Up.....
Software House of the Year.....
Runner-Up.....
Arcade Game of the Year.....
Runner-Up.....
Best Adventure Game.....
Runner-Up.....
Best Original Game.....
Runner-Up.....
Best Graphics (8-bit).....
Runner-Up.....
Best Graphics (16-bit).....
Runner-Up.....
Best Soundtrack (8-bit).....
Runner-Up.....
Best Soundtrack (16-bit).....
Runner-Up.....
Programmer of the Year.....
Runner-Up.....
Best Role Playing Game.....
Runner-Up.....
Strategy Game of the Year.....
Runner-Up.....
Best Simulation.....
Runner-Up.....
Game of the Year.....
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Runner-Up.....

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FEBRUARY ISSUE ON SALE JANUARY 28TH

Play Masters

Happy New Year!

Hoppe you haven't broken your resolutions yet. Fatty Williams already has, but you can read all about that in Fax. This is Playmasters, the hints and tips section. This month, among the usual assortment of POKEs and cheats, is a mega R-Type map and tips to help you blast the evil Bydo empire. Hoppe you find it useful. If you have any cheats, maps or whatever, send in your stuff to Playmasters, C+VG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Don't forget there's a mega software package on offer for the month's best tips.



COMMANDD (Encore)
This is a brilliant Spectrum shoot 'em up, and still a personal fave. It you find the going a little tough, try out this listing from the Telstar Men.

```
20 REM
MFI POKE 60692,201
MFI PDKE 27654,0
GRENADES
lives
30 CLEAR 40000
40 LOAO "" COOE
50 PDKE 65463,172
60 POKE 65464,64
70 FOR I = 65030 TO
65041
60 READ #: PDKE t,a
90 NEXT I
100 QATA
62,201,50,20,237,175
110 DATA
50,6,106,195,30,100
120 RANDOMIZE USR
55465
```

BOMBJACK (Encore)
Another listing from those mysterious Telstar Men, and again for the Spectrum. Like the listing above, just type it in, SAVE it (so you

don't have to do it again) and RUN it. Pllop the game tape into the cassette and press play and a million billion jacks are yours for the playing and killing.

```
5 REM MF1 POKE
49984,0
10 CLEAR 29677
20 LDAD "" CDDE
30 POKE 65533,1
40 POKE 65534,91
50 FOR I = 23297 TD
23305
60 REAO +
70 POKE t,a
60 NEXT I
90 DATA 175,50,64,195
100 DATA 195,75,193
110 RANDOMIZE USR
65465
```

BAAL (Psycolese)
This tip was rushed in by Alan Hughes of Milton Keynes. He says that the game is difficult with only five warriors (I agree with that). So, to remedy the situation build up a stock of extra lives (a new warrior is awarded every 5,000 points) by going to location 0849 on the first level, where there's a hanging saving/refuelling

point. There are plenty of green snake-like creatures around, so you can kill them, building up points and lives in the process, and return to the point to refuel. It's a bit tedious, but if you do this once and save your position, you can use the saved game file and live again.

CHUBBY GRISTLE (Grand Slam)

Kingsley Hyam of South Bendle discovered that on the Amiga version of this classic load of codswallop, if you type BUUURRRP on the title screen, you get a lovely sampled belch, and you are given infinite Chubby Gristles to play with. Speaking of



▲ Eliminator codes

LAST NINJA II (System 3)

Further to the map and tips printed a couple of issues back, here's how to do the final scene – courtesy of Frank Tough of Wood Side, Aberdeen.

On the final battle level, accessed when you've opened the safe and taken out the spirit of Kunitoki, he runs on-screen and proceeds to attack the Ninja. At this point, turn end beat a hasty retreat to the previous screen. Re-enter and lob a couple of shuriken stars in his general direction and kill him – but make sure he dies in the pentagram. Now rush around all the candles and light each one. Kunitoki explodes and you can pull the spirit back in the safe to get the congratulations screen. Rah! Rah! Rah!

horrible fat people, I've got a brilliant fat joke for you – Gary Williams! Har! Har!

ELIMINATOR (Hewson)

Kingsley Hyam has the level codes for the ST version of this brilliant race game – just press HELP and then enter the relevant code to go to the required level:

- 2 AMOEBA
- 3 BLOOD
- 4 CHEEKI
- 5 DOINOK
- 6 ENIGMA
- 7 FLIPME
- 8 GEEGEE
- 9 HANDEL
- 10 ICICLE
- 11 JAMMIN
- 12 KIKONG
- 13 LAPDOG
- 14 MIKADO



▲ Ninja II – the last bit.

Play Masters



LEVEL 1



LEVEL 2



LEVEL 3

Air-ground lasers are best used on level two. Helix lasers are ideal for three, four, five and eight and reflective lasers are best used on levels one, six and seven.

By the way, never leave your finger off the fire button — always use any spare time to beam up the R-9's laser.

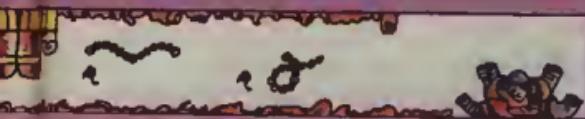


MAPLE LEAFS



To take out the spinning circle of gunners, build up as you approach and let rip straight off the alien gun emplacements. This starts a chain reaction of explosions which destroys the whole lot — what a feeling!

Study the illustrated snake pattern and take steps accordingly. The order of movement is blue, yellow, red and green.



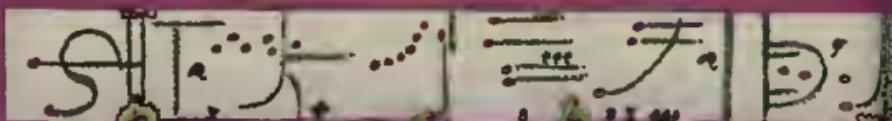
The mothership is one tough cookie — always beam up before letting rip since it takes ages to whittle away its defences with single laser volleys.

As you start moving back around the ship to the vulnerable spot at the top, make sure that you've attached the pod on the back of the ship for maximum protection. Beware of flame shots from the gun emplacements — the pod doesn't absorb these, and the R-9 explodes on contact.

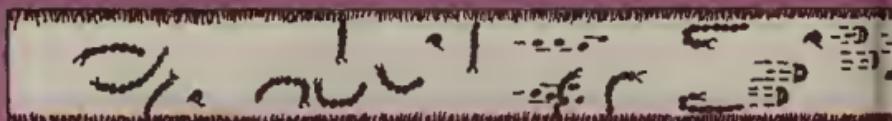
Play Masters



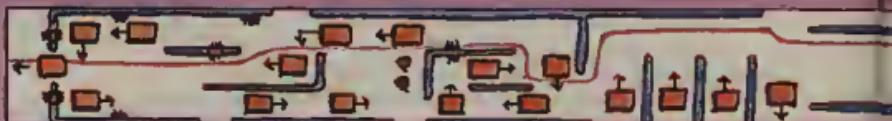
LEVEL 4



LEVEL 5



LEVEL 6



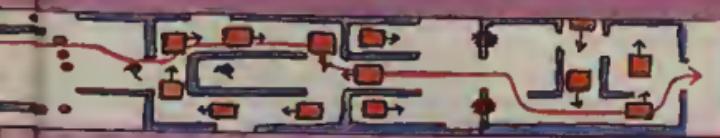
LEVEL 7



LEVEL 8



BYDO



be
the
it
and
When
bsip - war-s
he oft b - p
and let it have it n
the eye.



At the end of level eight – the confrontation with Bydo – go to the bottom left of the screen and avoid the spinning missiles. When Bydo opens his mouth, beam up and fire into his jaws.

Play Masters

ARCADE

Double Dragon II - home versions this year

DOUBLE DRAGON II

Revenge is the name of the game in *Double Dragon II*.

In fact the same characters have been used again, the graphics haven't been improved and the game looks dated when you stand it besides the likes of *Dragon Ninja* and *Street Fighter*.

The sound isn't much better and consists mostly of grunts and the thunk of fists and kicks connecting with various parts of the anatomy. Kicks to the groin tend to really hurt the characters who flail a bit and stagger around a bit.

Double Dragon II can cope with two players simultaneously and their wits' cut out to defeat the streets gangs, thugs and wicked-looking ladies in high boots wielding whips. I seem to remember these femme fatales appearing in the original version too.

To defend yourself, use the three buttons - jump, punch and kick - in a variety of combinations to produce straight leg kicks, flying jumps

The last chopper is just a background graphic

round house kicks, punches and the like. It's nifty as you're fighting against overwhelming odds and the baddies are all so much bigger than you.

To defeat a baddie hit them to the ground three times in succession and they'll pass out for a while. Knock their weapons out of their hands and use them against them. Unfortunately, you'll only hang onto a weapon for as long as you remain on your own two feet.

One odd bit at the end of each game is a quote from William S Sessions, Director of the FBI who warns, "Winner's don't use slings." Some sort of social message? Your guess is as good as mine though it's sound advice.

Double Dragon II isn't brilliant and the game is very difficult and not very enjoyable to play. Give me *Shadow Warmorsany day*.

▼ Bullet holes puncture your wind screen - a racing game first.



B ACTION



A impressive title screen

HOT CHASE

Warning! There is a bomb in your car. It will explode soon. Time is running out. This message will self destruct in 5.

Actually the message won't self destruct but you can certainly will if you don't get the hell out of the area quick enough.

A chopper rises up and hovers strafing the road with a stream of fire. Weaving desperately from side to side you try to avoid being hit. It's difficult but not impossible and you're likely to end up with a few bullet holes in your windscreen. Too many direct hits and the screen will be peppered with holes - the result a massive explosion.

Hot Chase is an amalgamation of lots of games

- *After Burner*, *Road Blasters* et al. It's not just a straight race and there's plenty to keep you busy with lots of obstacles to negotiate at top speed. However, steering is a problem as the wheel isn't self centring

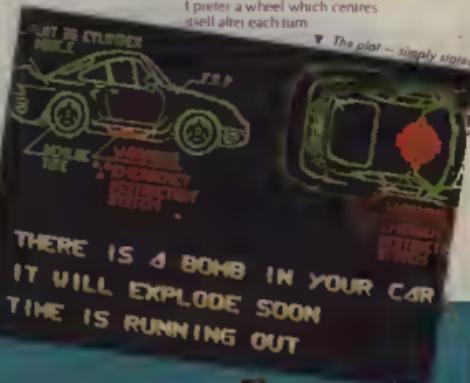
as usual, but spins freely like the wheel on *Super Sprint*. Consequently even driving in a straight line is a nightmare and if you manage to drive onto a ramp which will leap you over an oncoming goods train it'll be more luck than judgement.

Garbage cans are tossed onto the road to make you swerve, boulders are strewn across the tarmac, buildings, trees and lamp posts line the route to stop you sliding onto the grass.

One set of hazards you must look out for are cars and trains which cross the road, with no warning, just as you scream round a bend. Rapid evasive action must be taken and with the steering as it is you're going to have to spin the wheel quickly one way and then counter the move by wrenching it in the opposite direction. With luck you might make it.

Hot Chase is just another in a long line of track games, and it's quite exhilarating if you can get on with the steering. I prefer a wheel which centres itself after each turn.

The plot - simply stated



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ARCADE ACTION

FIGHTING HAWK

From the creators of *Frontline Commando*, comes another superb action game from the creators of the *Frontline* range.

As with all previous *Frontline* games, *Fighting Hawk* is packed with high quality graphics and superb sound effects. In this, the second game in the series, you play as the sky's own eagle, swooping down to destroy your enemies. The game features three levels of action, each one more difficult than the last.

The game is packed with lots of surprises, including secret areas and hidden weapons, and is sure to keep you entertained for hours. For more information



▲ Fighting Hawk - On the shoot 'em up

frontline frontliners.com

FRONTLINE
COMBINE
FORGE FRONTLINE
VALLEY

ARCADE HIGH SCORES

Here's Britain's Arcade High Score table, where the UK's best video game players get their names up in lights. If you've got some hot scores, send them into C+VG Arcade High Scores, C+VG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. By the way, if you've got any arcade hints and tips, send those in too - there's a T-shirt on offer for those that get printed!

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CU

The February Issue of CU is also special because there's an extra on the magazine for you all. In fact there's two different versions of this magazine. VERSION 1: 64 owners can settle back and enjoy a brilliant game from Special FX called Hyperactive. You'll also find a demo of the much fancied new System 3 game Dominator on there as well. The issue costs £1.20 as usual, but make sure you pick up the one with a cassette on it if you only own a 64.

CU
COMMODORE USER
AMIGA • 64
DOMINATOR

F.16 FALCON

64 DEMO &
COMPLETE
GAME!

T.V. SPORTS
FOOTBALL -
PEAK VIEWING

FEBRUARY IS SPECIAL!

VERSION 2: Is for Amiga owners only. You get the same magazine but this copy costs £2.50. If that sounds steep just wait till you see what's on it. Taped to a flap is a disk of *Sidewinder*, not a demo, not a level, but the complete game! There's also a demo of one of the Sales Curve's coin-op conversions, *Silkworm*. That makes this issue a total bargain. No other mag can offer Amiga owners quality like this! But take note version two is ONLY on sale in WH Smiths and Manzles.

CU

F.16 FALCON

AMIGA 64 DOMINATOR

Sidewinder

THE COMPLETE GAME IS YOURS!

PLUS DEMOS OF SILKWORM

Don't Miss Out

on sale 26th January



▲ Super Stunt Wheels Runner - looks familiar

WHEELS RUNNER

Wheels Runner is the second racing game to appear this month and is a straight clone of Atari's *Super Sprint*. I believe the maxim is if you're going to copy something, then make sure your version is better. I'm afraid International Games has failed dismally.

There are a range of tracks to race round, each more convoluted than the last and like *Super Sprint* the whole course is portrayed on the screen with you looking down from a bird's eye view.

The first race is pretty easy. Starting off in pole position the lights go green and you're off. Once again the wheel is free spinning but as the game resembles a Scalextric race track, it doesn't matter that the feeling of realism is lost. Even though it's a bummer trying to steer your car round the course, the slightest over correction will send you careering straight into a bollard.

Minor slicks and puddles

litter the track. Gas symbols must be picked up as bonus points which are plentiful just stem into the symbols to collect them. The course loops round on itself so off you go under bridges where the car disappears from sight for a short while, round the next bend and if you're lucky a barrier will slide open offering you a quick short cut onto the next straight.

Mostly these are features which all appeared in *Super Sprint*. As successive courses become more complicated you'll be very grateful for these short cuts, though you have to be quick to use them.

Wheels Runner is a two-player game with two steering wheels and two accelerators. To slow down just take your foot off the gas. The graphics are fairly basic though the cars move well enough. Not a difficult game to master though some of the later levels look like they need a steady hand on the wheel. Nothing particularly earth-shattering about this one though.

▼ The winner gets a big wet kiss. aw



ARCADE

■ Shadow Warrior's super title screen



SHADOW WARRIOR

Terror stalks the back streets and dirty alleyways of New York's slums. Gangs hang around corners, tatty posters hang limply from crumbling walls and garbage and old packing cases litter the walkways.

And it's into this area of vicious street battles that you come. Ninja in USA is the name of the first scenario in Tecmo's *Shadow Warriors* which is about as close as you can get to *Dragon Ninja*.

Same large well-drawn sprites, different backdrops but in similar style all help to make you feel totally at home. You know what's going to happen next, so you're ready for it.

The gangs don't hesitate,

They attack immediately and bodies fly as you give the fist of many powerful straight leg kicks. You're not a Ninja for nothing though - you're going to have to work hard to get through this lot. A pole hangs suspended above your head. You leap up and start to swing using your momentum to kick harder. Hanging onto poles or ledges using your legs to kick the enemy is a new and welcome feature in a game which plays like so many others. Baseball bats, wicked looking chains and swords are just some of the arsenal you can collect. However, when a weapon is uncovered it stays on screen for only a short while.

ACTION

You've got to be quick to get them and often, overwhelmed by the thugs, you haven't got time or can't afford to lay yourself open to attack by stopping to pick them up.

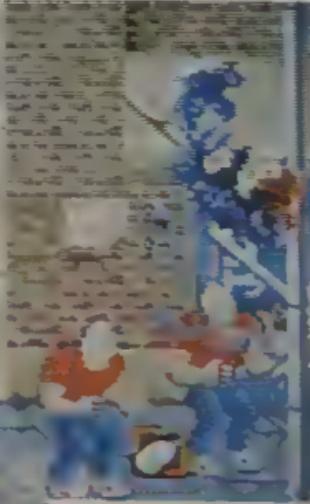
Most scenarios have two levels so that you can jump up onto a ledge or platform of sorts to get out of the way... only problem is that at some point you're going to have to come down. Your characters jump is the only awkward piece of programming. To leap over the enemy, press the jump button and your character takes off and does a straight bat-kick over

Thugs in masks make tough adversaries

them!

End-of-level baddies tend to be huge and dwarf you entirely. One which took my immediate fancy is a monstrous Sumo wrestler. I never did get the better of him.

Shadow Warriors, with simultaneous play for two, is great fun. A slick beat 'em up containing nothing startlingly new but with professionally-drawn smooth graphics and masses of action, worthy of special mention is *Shadow Warrior*'s title screen. It's set menacing-looking, one of the best I've seen.



Wonder Boy III - New Innovations

MONSTER LAIR

Cute graphics and lots of action coupled with the lightness of a *Mario Brothers* scenario make up Sega's *Monster Lair* - a great little game which is, in fact, *Wonder Boy III*.

Pink parrots and purple fish, snails, slugs and killer hallucinogenic mushrooms are just some of the nasties you'll be up against as you race across each screen in delectable yet another wave of baddies.

The backgrounds are highly coloured and very much cartoon-style. The game relies on a nice mix of skill and quick reactions. Chasms are crossed by jumping from one floating island to the next. These, unfortunately, have a nasty habit of moving so make sure you time your jumps right. Should you miss and just manage to grab onto the edge of a cliff the only way to get back onto terra wobbler is to punch the fire button.

Watch out for the sword up the batty



repeatedly and hope!

Fruit is eaten for extra energy and bonus weapons are collected which are useful to the battle against the end-of-level baddie - a giant fish or something equally whacky. The only way to beat this game is to watch someone else playing it. For instance, some of the fruit and veg can be picked up for extra points. However it's possible to get even more points by powering up a tomato. Eat it repeatedly and it'll expand and then burst showering you with a load of small tomatoes. The same goes for lemons and any other large edibles you find lying around.

Monster Lair is a thoroughly enjoyable game which relies almost exclusively on good timing and the knack of working out the puzzles. Anyone who likes *Mario Bros.* and games of this sort will love this little gem.

Great Golf

► MACHINÉ: SEGA.
► PRICE: £22.95.
► REVIEWER: PAUL
GLANCEY.

You lucky lucky Sega owning golf fans! No longer need you worry about looking a prat strutting around the municipal golf course in a pair of silly trousers. *Great Golf* features just about everything the Sunday golfer could want from a computer simulation of the sport, all portrayed in a 3D format, similar to the popular *Leaderboard* games.

Up to four players can participate in a stroke or match play game, each choosing their own clubs from a set of fourteen, then after a plan of the course is displayed, you're plonked at the tee on the first hole.

At the left of the screen is a plan of the hole, showing the fairway, the green and any trees, water hazards and

▼ Whack — send that ball down the green

sand trap between you and the cup. To the right of this is the 3D view from behind your golfer, which is swiftly redrawn at every stroke. This is a very impressive piece of graphic programming which creates a very pleasing view down the course towards the hole. You select the strength of shot. Unfortunately the bar moves a little quickly making short shots rather difficult.

Mean Machines

There's plenty going on in the console world at the moment — read the news pages to find out more. If you're after something more immediate however there's two *Sega* reviews — *Great Football* and *Great Golf*, as well as *Rod Racer* on the *Nintendo*, as well as some tips for all you budding racers.

▼ The red flag is in sight



Judging from the stance to the cup, you then select your club, your golfer's stance (effectively choosing a hook or slice shot), point him in the right direction and

sound it nicely with some decent crash and plop effects, the odd jingle, and a few pieces of speech.

The little extras all add up to make a pretty good game of golf, certainly one which



should please the armchair болельщиков out there. Gamers whose interest lie closer to the mainstream should consider whether this sort of game is going to hold their interest long enough to warrant £23 expenditure.

SEGA

- GRAPHICS 83%
- SOUND 69%
- VALUE 70%
- PLAYABILITY 76%
- OVERALL 75%

* are you going to get out of the trees?



Choose your play

actually plays the ball – the player's team is just penalised and moved back ten yards should he fail to move the ball ten yards in four downs or the computer team intercepts a pass. Although this does make for an exciting game – you're making the plays all the time – I did think it

ball can be passed (whereupon the player takes control of the receiver), a running play can be attempted. Although the players are tiny and detail is lacking, I found this part of the game quite rewarding, especially when a long play move was

successfully pulled off.

Great Football is a good simulation, but I think it could have been improved in a few areas. The move select screen is a major gripe, and it gets decidedly annoying having to sit while the computer slowly highlights each move. Graphics could have been improved too – close plays can get rather confusing due to the myriad of milling pixels.

On the positive side, the game is fun and challenging – especially in two-player mode – and the wealth of moves and plays available should keep the American football enthusiast happy.

Definitely one to look out for if you can't wait until Sunday!

SEGA

- GRAPHICS 62%
- SOUND 58%
- VALUE 72%
- PLAYABILITY 83%
- OVERALL 82%

▼ Hot, hot, hot



Great Football

► MACHINE: SEGA
► PRICE: £22.95.
► REVIEWER: JULIAN RIGNALL.

Huff Huff Grab your crash helmet and prepare to wrestle on the gridiron in this new Sega American football simulation.

Great Football is a one or two-player game, and is played over a horizontally scrolling pitch. Play is controlled via a series of menus, and the player is also given control over the quarterback during play.

If a two-player game is selected, both teams battle together in a "realistic" fashion, with the ball changing hands as in a real game. The one-player version is different though – the computer team is given a score which the human player must beat. The computer team never

was a bit of a cop-out. I'd have liked to take on a computer offence.

At the start of a play a menu of moves are displayed, and each is highlighted in turn – pressing the fire button when the desired move is lit selects it. The only problem with this is that each move is always lit in turn, even after a selection has been made, resulting in a long wait between plays. This might be alright for the two-player game, so the opponent can tell which move you've selected, but playing against the computer I thought it unnecessary and tedious.

The play itself is joystick-controlled, and the player takes part directly by being the quarterback. Depending on the move selected, the

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Mean Machines

TIP

Okay all you Rod Racers – put your car into neutral and read these tips before setting out, and you should see a marked improvement in your performance.

One of the important tricks to master is braking at the right time – just as you enter a corner. Timing is critical, so you can accelerate out of the bend and overtake any cars by moving across the entire

another car just as you start sliding across the road. This knocks the car back to the inside lane without loss of speed, and shaves seconds off your overall time.

Sililstreaming is another good method. Locate a fast car and sit just behind it, travelling at the same speed. This means you can bomb along the track as just below your normal top speed without fear of



2



road. Practice this manoeuvre, as on higher levels as this is the only opportunity you're likely to get to pass other cars.

For advanced players, sharp bends CAN be taken at top speed by moving to the inside and hitting

colliding with other cars on the track. This may sound an odd tactic, but it's far better to drive slightly slower safely than dash along and risk a time-consuming accident.

When a game is over,



3



▲ Rod Racer – Nintendo at its best

restart by pressing the start button while pressing the A fire button and you'll begin on the level where you just finished.

Finally, study the maps to plan ahead. We haven't included levels seven and eight – if you can get past course six, you won't need them!

5





Rad Racer

► MACHINE: NINTENDO.
► PRICE: £29.95.
► REVIEWER: JULIAN
RIGNALL.

Apart from Continental Circus, there's only one other 3D race game – and that's Rad Racer. And unlike Sega games, you don't need a fork

simply to race from one point to another within the allotted time limit to be granted extra time for the next stage – traditional stuff, really. Reach the final checkpoint on the course, the car skids to a halt and a points bonus is awarded before advancing



▲ Night racing – it's fast

out of fortune an special 3D specs – the film-style blue and red specs supplied in the box are all you need to get quite a reasonable effect – if you don't like it you can always play it in normal 2D mode.

At the start of a game the player chooses either an F1 racing car or a 328i twin turbo sports car – they're both pretty fast and have negligible differences.

There are eight courses in all, each with four checkpoints, the objective is

to the next, more difficult track.

As with most Nintendo games, the gameplay is superb. There's a genuine feeling of speed, and the hills and road perspective are very realistic – in fact, I'd go so far as to say that Rad Racer is superior to Outrun on the Segal.

The going is pretty tough – the first two tracks are relatively easy to complete, but from then on it becomes a real race to get to the finish line before the timer expires.



▲ Rad Racer – outperforms Outrun.

The graphics are excellent, the scrolling backdrops are extremely well drawn, and colour has been used thoughtfully to very good effect. The sprites are also high quality, and the update is smooth and convincing – just what a race game needs.

There are even two different soundtracks, or just sound effects if you wish.

So, if you're after a fast, exhilarating and challenging

race game, look no further than Rad Racer.

NINTENDO

► GRAPHICS	81%
► SOUND	79%
► VALUE	68%
► PLAYABILITY	87%
► OVERALL 84%	



▲ Features two sound tracks



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Meat Machine News

New Nintendo

The hottest news from Japan is that the Super Famicom – the new 16-bit Nintendo – has just been revealed to the public.

It's a very attractive-looking machine, and is fully compatible with all existing Nintendo titles – thus giving the machine an instant library of some 400 titles! It also means that owners of old Nintendo games will still be able to play all their favourites.

The only game that's so far been is Dragonfly, a graphically superb aeroplane game which looks absolutely stunning.

– we've also seen some demo screens of digitised pictures, which also look brilliant!

So, now both the 16-bit Nintendo and Sega are out. Which will be the most popular? Well our money's on Nintendo – surely they can't fail? But in the UK it's

▼ Dragonfly – gaspi



▲ The 16-bit Nintendo

far more likely that we'll see the new Sega much sooner than the Nintendo. The bad news is that Nintendo aren't planning here until at least the 1990's. So that leaves it wide open, especially with the new Atari ST console and the Konix console coming soon – and the PC Engine waiting in the wings. One thing's for sure – the early nineties are going to be a very interesting time for Meat Machines.

Why Y/S

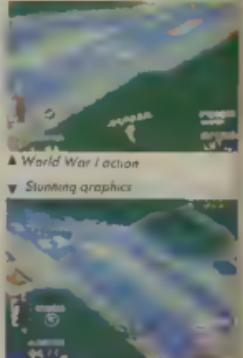
Coming soon on the Sega Y/S, a massive arcade adventure which boasts a loadsave feature – rather like the Nintendo game Zelda.

It arrived just a little too late to be included in this month's column, so all we can do is tell you that it looks like one of the most impressive Sega releases so far, and incorporates excellent graphics and a huge map. There'll be a full review next month – as for now you'll just have to make do with a screenshot!

▼ Y/S – huge adventure



PLAYER
ENEMY



KRAZE hospital
GOLD 01000

PLAYER
ENEMY

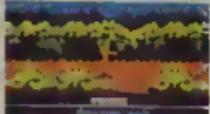
Nintendo Newies II

One glance at the Vulcan Venture pictures is all you need to see that it looks like the hottest Nintendo game yet! Everything from the arcade game has been included - the only thing missing is a release date in this country.

New releases in America are *Plataan* - licensed from Ocean, with exactly the same game design as their computer versions *Xenophobe*, *Paperboy*, *Track and Field II*, *Friday the 13th* and *Skate or Die*, which is the same as the



▲ Flaming Moons of Vulcan Venture

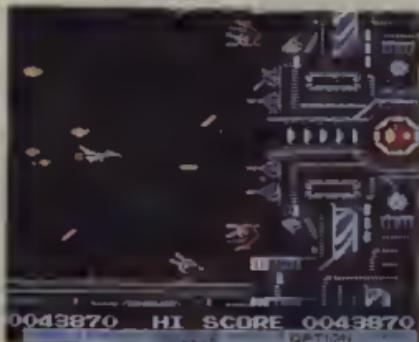


▲ Ocean's Plataan - Nintendo

What wouldst
thou like to
do?

Leave
heal wounds
buy medicine
eraze data

▼ Vulcan Venture - Nintendo



0043870 HI SCORE 0043870 CAPTION

▼ Dragon Spirit - PC Engine



More PC Engine Delights II

There have been numerous requests for us to publish pictures of PC Engine Space Harrier - so here they are. Just as the record, we've also got pictures of Street Fighter (which is currently only available on the PC Engine CD ROM) and Dragon Spirit - which both look more

than impressive. Out in the New Year is Neclans, a strategy arcade game which looks nothing short of brilliant. The graphics are marvellous - we'll bring you more details as soon as we have a copy of the game.



▲ Neclans - PC Engine



▲ Space Harrier - PC Engine

Blow Up and Hang On

The latest add-on to push back the frontiers of video gaming silliness is an infallible motorcycle, available for the Nintendo game *Top Rider*. It works in the same way as the sit-on version of the *Hang-On* arcade machine, with the rider swaying left and right to guide his on-screen bike down the race track. Great fun, eh - but the real challenge is attempting not to look like a complete and utter planker!

At the moment the blow-up bike is only available in Japan - will anyone be brave (or silly) enough to release it over here?



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A large, stylized graphic for the movie 'GONE WITH THE WIND'. The title 'GONE WITH THE WIND' is written in a bold, multi-colored font (blue, red, yellow) with horizontal stripes. Below it, the word 'MILLION' is partially visible. To the right, the letters 'AND MAT' are shown in a blue font. The central focus is a large, bright yellow number '2'. At the bottom, the word 'ocean' is written in a bold, black, sans-serif font. The background features vertical red and black stripes, and the entire graphic is set against a dark, textured background.

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Next

Month



Next month's issue will really blow your rocks off as we bring you an exclusive all-versions review of *Blasterooids*, Mirrorsoft's blistering conversion of the superb Atari coin-op. And we'll be looking at all the hottest new releases, as well as

bringing you news and previews of all the latest computer and console games. There'll also be a plethora of tips and mops, and a report on all the latest arcade machines. C+VG has everything a video games player could ask for - don't miss it.

Out To Lunch

I never have been able to come to terms with January. Doorway to the new year, if my Latin serves me well. But somehow, after the hangover has worn off, everything seems to continue as before, only bleaker, grayer, more wintery.

But not this year. 1989 will be a breakthrough year. The year when the face of computing is changed beyond recognition by the consoles, by 16-bit and low priced PCs, by steam-powered binary counting frames and who knows what else?

Prediction, a dangerous business but all part of the territory if you want to be a media pundit, paid to pontificate in expert tones. So let's take the New Year, in its already soiled diaper, and with an expert application of the scalpel cast its entrails to the wind and direct the bawling brat to see what makes it wail.

There is a theory in the prediction business that if you want to know what Britain will do tomorrow you see what the States did yesterday. In hardware terms this means a radical re-think of our games machines. It doesn't take Nostradamus to predict the slippery slide into budget absurdity of the 8-bit machines — though the C64 continues to hang on like a lemming with second thoughts.

But what will replace the old guard? Easy — the Amiga and ST you say. Or is it so simple? According to Micrapro's 'Wild Bill' Stealey, the ST has soared like a dead duck in the States and the Amiga can only produce single-prop performance compared with the jet propulsion of IBM compatibles.

What? Serious computerist? Well, yes, because the PC can do more than produce spreadsheets in lurid green and purple as the business boys would have us believe.

Upgrade from CGA graphics to EGA (but the increasingly popular (but so far ludicrously expensive) VGA and you're talking enough colours and high enough res to give an Amiga a run for its money in most games players' books. And



▲ Why is this flat headed gent chewing a Sega?

you can still do all the serious things with it too, making it the complete home computer. That's why it's a hit in the States.

The Americans don't make our Puritanical division between leisure and home productivity so it's quite permissible for them to get the most out of their micros. That's the market that the Sinclair PC200 and Schneider's neat little Amiga-styled, \$399 Euro PC [despite both being saddled with the wrong graphic standard] could start to open up over here.

I don't believe the change will happen overnight, or even over next year, or that suddenly ST and Amiga owners will bin their babies to buy what is frankly prehistoric technology compared with the 68000 machines. But I do think that Atari and Commodore will find themselves challenged by older, more serious users who would prefer to buy one, widely compatible micro, than a brace of machines depending on whether they're feeling business-like or frivolous.

Inextricably linked with this hardware shift is a change in software. Already City Yuppies, left with lime on their terminals since the Stock

Market crash, have taken to games like Leisure Suit Larry. This is the beginning of computer gaming gaining respectability and you can bet that your average Porsche driving professional won't want to join Rombo killing Russians in yet another title.

Does this sound depressing? Well it shouldn't. As software grows up and PC owners join Amiga and ST fans in demanding the complexity and sophistication of an F-19 Stealth Fighter or Fools of Radiance, there will be rumblings at the other end of the market. The Sega has started to surge, Nintendo took its time getting its act together. But this is just the start.

If you're going to use your micro for nothing more than zapping aliens, collecting objects and running the hundred metres, why do you need a keyboard? In Japan they've even found ways of rule playing with nothing more complex than a pair of jarcards. So strip away those expensive, extraneous alphanumerics and get yourself a dedicated games machine.

By next Christmas the Sega and Nintendo could look pretty primitive compared with what you can buy.

There'll be a low-cost ST console for starters, and strong rumours suggest a stripped down Amiga too, at least in the States, for people who only ever wanted that superior sound and graphics for brighter, noisier expansions.

Of course Sego will expand with its 16-bit model. Then there's the PC Engine. Will we really be able to buy the Japanese super machine by the end of '89? The official line is 'No comment,' but my mates report one particular software house has codiles of them lying around. Just los the staff's leisure hours, he?

One machine we can safely predict is the Kanix Konsole. Still officially under wraps, investigations reveal graphics more like the Archimedes than the Amiga, disk loading software cutting down on cartridges costs [and I the only person to find £30 for a shoot 'em up, however good, a mite steep!]. And most radical is its expansion possibilities, which include a spindle mounting a steering wheel or handle bars, and maybe even pedal controls. Who knows, the Welsh Wizards may even have a mobile seat, just like the ones in the arcades, up their sleeves or under their bums or wherever they may hide it.

Again this will mean a change in software. Rad Cousins of Activision definitely backs the idea of a cartridge based future. Plugging in an arcade licence will be as simple as dropping thirty pence into the original machine. And Andrew Hewson has announced that his long established company will be publishing for the consoles, which should bring a fresh and original breath to the coin-op conversion dominated scene.

Which is what's going to happen. Or then again, maybe not. But there's one thing of which you can be sure. You'll be able to read all the facts first in the next twelve issues of C+VG. And providing I've got at least some of this correct, you'll find all my opinionated bile and bigoted ramblings here at the end of the mag as usual. It will be an interesting year.

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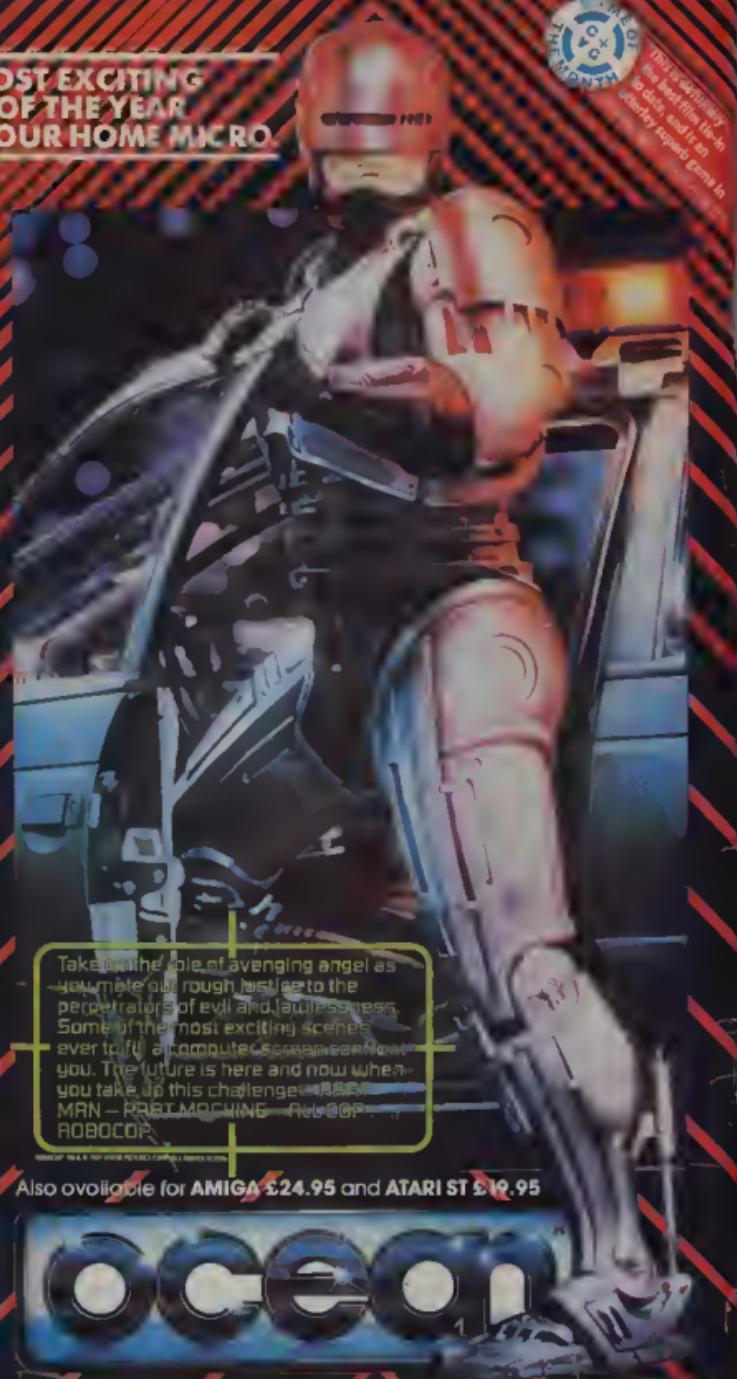


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